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YOUR SINCLAIR

March 1990 Number 51
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Flash! Art Package Review!
Bruce Gordon Interview!
What The Software Houses Think! And More!

It's The Exclusive Review Of

SCRAMBLE SPIRITS!



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Black Tiger
Boxing Manager
Castle Master
Crackdown
Escape From The Planet Of The Robot Monsters
Hot Rod
P-47
Snoopy
Space Harrier 2
X-Out

ISSN 0269-6983

SMASH TAPE No 28

See this blank space? A bit empty, isn't it? That's because there should be a nifty little cassette sellotaped here, packed with free games and a playable demo. If there's not, we suggest you ask the nice lady or gent behind the counter if they know what's happened to it - it's just possible they've carefully removed it and are keeping it safe for you.

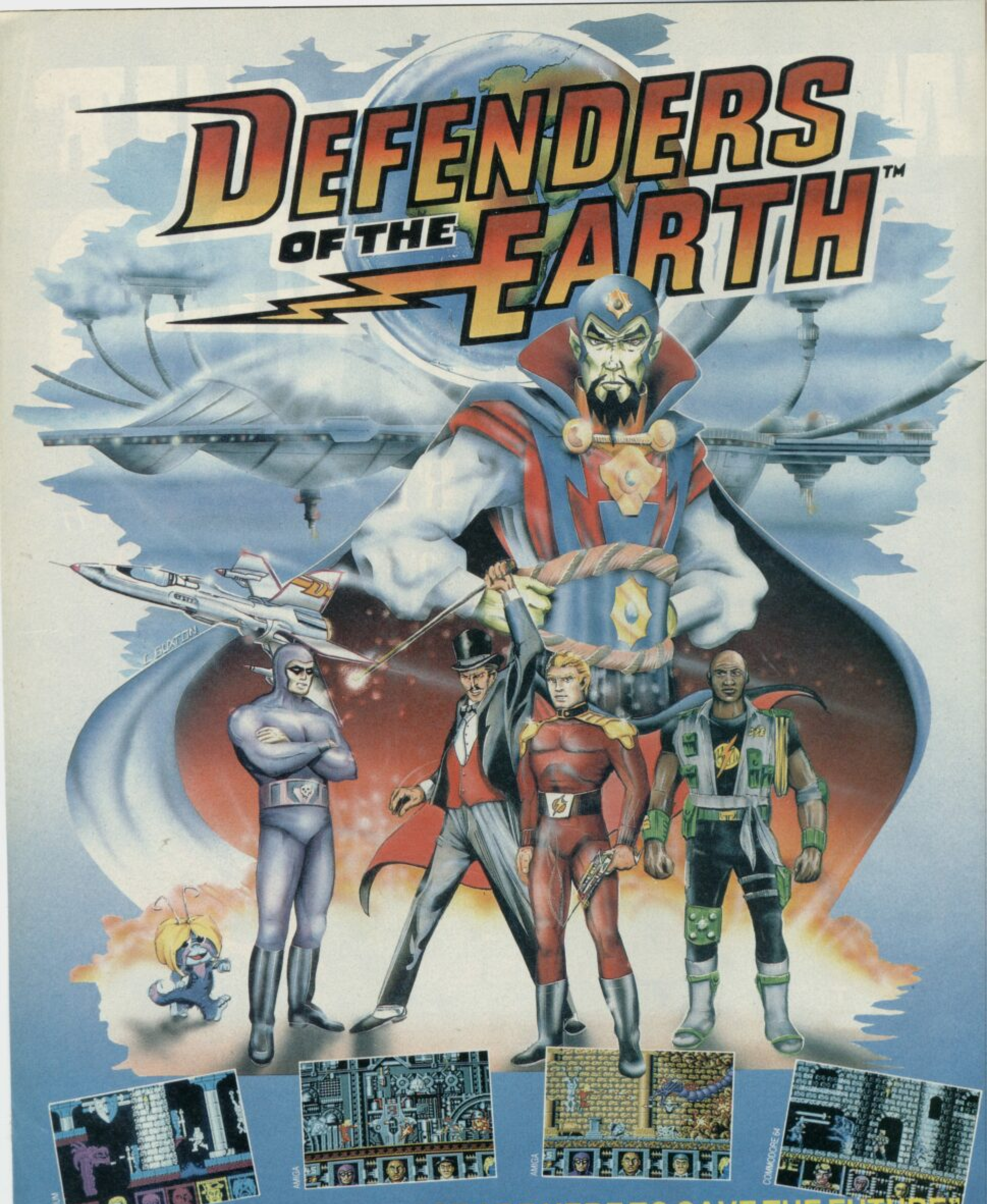
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The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a
ROOFTOP DUEL
as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!
THE UNTOUCHABLES – LIVE AN AMERICAN LEGEND
"an absolute corker of a game ... as smooth and polished as you can get, animation is top notch ... a brilliant film conversion" Games Machine
"a fine example of how to do the job properly ... a cracking conversion ... easily one of the most successful licences to date" Sinclair User
THE UNTOUCHABLES
Kevin Costner's likeness is the copyright of Paramount Pictures.
BLOCKBUSTER FOLLOW-UP TO LAST CHRISTMAS'S No. 1 HIT...
OPERATION WOLF...
NOW WITH TWICE THE ACTION, TWICE THE FUN, TWICE THE CHALLENGE
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The Hi-jack report came from a DC10 leaving Paris for Boston –Arab guerillas were in control of flight 102 and had turned the aircraft towards Africa... The plane lands in hostile territory and the terrorists begin their demands...
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or the bulletproof vest, but watch out for
AIR-TO-GROUND MISSILES
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CONTENTS MAR 51



20

64



56



6



58



18

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GAMES

OTHER THINGS CALLED SAM
No 1: Sam Hill
It's a famous hill in America. It's rounder than most of the others. And Abe Lincoln once left his hat there.



They've been talking about it for eight trillion years, but now it's here. The SAM Coupé! So what better way to celebrate than a special 'Other Things Called Sam' edition of

Pssst

OTHER THINGS CALLED SAM
No 2: Samantha Grantham
She realised she wasn't going to get very far with Grantham as a surname, so she made a beeline for Dennis Thatcher, who agreed to become her husband. Dennis however insisted that she change her christian name to Margaret (because he thought Sam sounded a bit common). She complied. Together they rule.





BOO! ER... UM, FLASH!!! ERM...

With all those super colours and shapes up for grabs inside the SAM Coupé's chips, wouldn't it be brilliant if there was an art package ready and waiting so you could make proper use of them all on your own? Well, as we reported ages ago, there is. It's called *Flash*. But now we actually know what it's like and it has to be said that it's pretty impressive. It's not quite as flexible as the art packages on offer to ST or Amiga users, but it's absolutely incredible when you consider that the Coupé's an 8-bit machine. And what's more, *Flash* is free – it comes with the computer. It was coded by ace Swedish programmer Bo Jangeborg, who did *Fairlight* and the Spectrum *Art Studio*, so we phoned him up (in Sweden) to congratulate him (and to ask him one little question).

Psst: Well done, Bo.
Bo: Thank you ferry much.
Pssst: Um, 'Bo' is a funny name. Is it short for anything?
Bo: Yes. It is short for Bob.



OTHER THINGS CALLED SAM
No 3: Sam, Pam & Trevor Lamb Advertising Ltd
This is the advertising agency behind the 'wonderfully surreal' Calvin Klein TV advertisements. Well, we met a bloke in the pub who works for them, and (after we got him drunk) he slipped us a copy of the script for their next one ...

Him: Where are you?
Her: I'm here.
Him: But I can't feel you...
Her: That's because you can't possess me.
Him: Oh. Um... why can I not possess you?
Her: Because I say so.
Him: So you're not mine then?
Her: That's for sure.
Him: I can't talk you out of it?
Her: Well, you could suggest something...
Him: Um...
Her: Um what?
Him: We could go to the zoo?
Her: You keep the company of animals?
Him: I must be dreaming...
Her: No, I always smell like this.
Voiceover: Calvin Klein's Obsession. (The smell of it.)

Mythtaken Identity

If you were lucky enough to get a copy of System 3's *Myth* from Santa you may have noticed that the box also contained a hotline telephone number for your queries. Erm, unfortunately however a titchy error resulted in someone else's number being printed instead of System 3's. Subsequently, poor Mrs Reg Dickens of Eltham was dragged away from her Christmas turkey by hundreds of phone calls from Spec-chums asking what they should do with the hydra's head!! The number you should now ring for help is (please read very carefully) (01) 866 5692!

OTHER THINGS CALLED SAM
No 5: Samantha Perkins
She changed her name to Sam Fox. After a short while her parents followed suit and changed their surname to Fox as well. (They were advised to by Samantha's lawyers.)

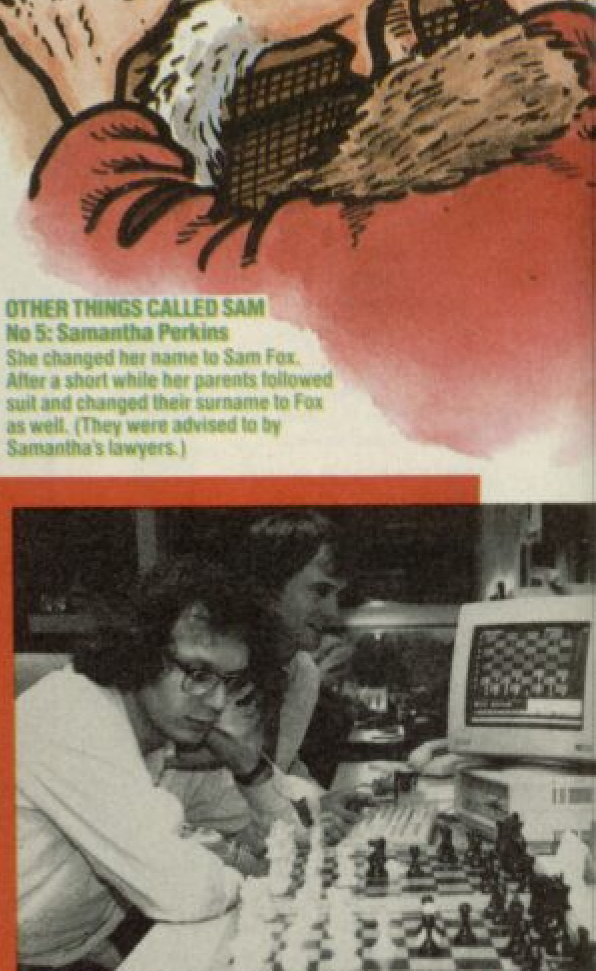


OTHER THINGS CALLED SAM
No 4: The SAM Missile
This is a little rocket. Well, actually it's quite a big rocket in some cases, but you know what we mean. What it does is hang around on the ground, in its silo or whatever, until it senses an aeroplane (or helicopter) in the skies above it. Guess what it does then though? Yes, well done – it goes "Wooooooooossshhhh!!!!!". Up into the air. Up, up, up, up. Then it goes "Bang" (or "Boom" or "Kerpow"), and guess what comes down out of the sky? Yes, right again – lots of little pieces of burning aeroplane (or helicopter) debris. So, in reality, this missile could have been called a GTS missile (a Ground To Sky Missile). But, because it was named by Americans, it ended up being called a SAM (a Surface To Air Missile). But you knew that all along, didn't you? Blimmin' clever clogs. Right, what's the square root of eight? (Without using a calculator.)

CHESSMASTER THRASHES INNOCENT CHILDREN

International Grandmaster Jonathan Speelman recently gave a group of primary schoolchildren the thrashing of their lives, and he did it, rather cleverly, without drawing any blood whatsoever. "Lumme, how do you do that?" you may ask. Well, you use the Prestel Mailbox by phoning them up and socking it to 'em through their computer. And that's exactly what Jonty did – playing five simultaneous games of chess against opponents seated in front of monitor screens in their own homes. And there was a bonus for the participants too – before play commenced they were given the chance to ask the man himself loads of questions in a special Prestel interview. Here's a snippet.

Viewer: Why can't the Prawns move backwards?
Jonathan: They're called Pawns, not Prawns. And they can't move backwards because they just can't. It's against the rules.
Viewer: Are you any good at darts?
Jonathan: No.
Viewer: Are you any good at motorcross?
Jonathan: No.
Viewer: I bet you didn't know that there are 64 different squares on a chessboard – 32 whites and 32 blacks.
Jonathan: I did know, actually.



Jonathan hatches a cunning plan – by moving three of his small Prawn things he'll be able to trap the opponents' 'doofer with the turret on the top'. Ah yes. Then he can take it with his Horse.



CONSOLE ACTION

Psygnosis is on the attack. It's decided to move into the arena of 8- and 16-bit games console software. By forming a strategic alliance with US-based First Star Software, has a rather watertight marketing strategy up its sleeve. Have a read of this "Firstly we'll establish strongholds in the USA and Japan. Then we'll turn our attention to Europe. In other words, we're going to mirror the pattern in which the 16-bit console scene will develop." Blimey. And you know the place to see reviews of these console games, don't you? That's right — *Console Action*! And you know where you can find that, don't you? That's right — it's inside our brillo sister mag, *ZERO*, the best 16-bit mag on the planet. So go grab a copy!

OTHER THINGS CALLED SAM
No 6: Sam Peckinpah

Sam Peckinpah made movies. Rather 'brilliant' movies actually because you could always count on one thing – loads and loads and *loads* of violence. Lots of close-ups on stuff that Sam bought from a butchers' shop and sort of sellotaped onto bits of the actors' bodies; sausages hanging out of someone's stomach with loads of tomato ketchup splurting all over the shop; a liver hanging out of somebody's eye socket – things like that. Oh no, we're suddenly going to be incredibly sick. Bleeeaaaauuuuurrrghhhhgugugug. Cough. Splutter, splutter... erm, blimey. Splutter, splutter. Cough. (Groan.) Sniff. Oh, hang on. You don't think we've just vomited because of that Sam Peckinpah film do you? Naaah... don't be silly, we've got stronger stomachs than that! The problem was we suddenly remembered that Paul Daniels actually exists.

'OTHER THINGS CALLED SAM' SPOTTERS

A Special Limited Edition Series In Conversation With The World's Most Famous Dead People Called Sam*

(*Er, via the Resident *YS* Spiritualist Madame Pico**)
(**Before she went on holiday)

No. 1. Nostradamus

Hello, I'm Nostradamus. You know, the 16th century prophet. I wrote a book predicting all sorts of stuff that would happen in the future. Not many people know this fact but my first name was Sam. Sam Nostradamus. I've 'guessed' right about loads of things – the Falklands War for instance, and the first Concorde flight in 1969. So guess what's lined up for 1990? Give up? Yes, of course you do, so I'll have to tell you, won't I? I actually wrote "1990, and the quality of sound will become easier on the ear. (The King with three names shall be delivered from his throne, after four uneasy years)". So there you have it. What do you mean, you don't understand? How about if I translate and tell you who 'the King with three names' bit refers to? Okay then, it means Stock, Aitken and Waterman. So from there it's easy to guess that — "In 1990, Stock, Aitken and Waterman are going to 'go down the dumper'." (*Yahoo! At last! No more Sinitta! Ed*) If you want to check this out in more depth then I suggest you pick up the latest copy of *ZERO*. They've done a big 'thing' about it — an 'interview' with Pete Waterman and clarification of loads more of my predictions. (Did you know, for instance, that Sebastian Coe is going to take over from Margaret Thatcher as Prime Minister?)

GAMES

Cheers, Virgin Megastore of Oxford St W1!

Full Price

This Month	Last Month	Game/ Publisher
1	NE	*Gazza's Super Soccer*
2	NE	*Hard Drivin'*
3	NE	*Chase HQ*
4	NE	*Ghostbusters II*
5	NE	*The Untouchables*
6	1	*Batman The Movie*
7	NE	*Turbo OutRun*
8	NE	*Double Dragon II*
9	NE	*Myth*
10	NE	*Ninja Warriors*

Budgies

This Month	Last Month	Game/ Publisher
1	1	*Paperboy*
2	NE	*Batman*
3	NE	*Billy The Kid*
4	2	*Crazy Cars*
5	NE	*International Football*
6	NE	*Operation Gunship*
7	NE	*Tetris*
8	NE	*World Class Leaderboard*
9	5	*Ghosts 'n' Goblins*
10	NE	*Jungle Warfare*

Tizers

• "Ho-ho-ho!" said the jolly fat controller in a drole Liverpudlian accent. "What's this I see chugging its way into the station? Why, it's that Thomas The Tank Engine with his very own Speccy game!" It certainly is and, what's more, Alternative Software tells us that it's its biggest license to date. It took several months to secure and should be in your local store around now. Hurrah!

• What game has been around for over a quarter of a century, and *still* sold more copies in its first year than *Triv*? No, it's not *Snifty Snakes*, it's *Subbuteo*!! Well, pretty soon you'll be able to 'flick to kick' on your Speccy too, 'cos Goliath has secured its prestigious licence! Goliath tells us that it aims to make the game as true to the original as possible — it's even planning to incorporate a finger sprite!! Expect it around May.

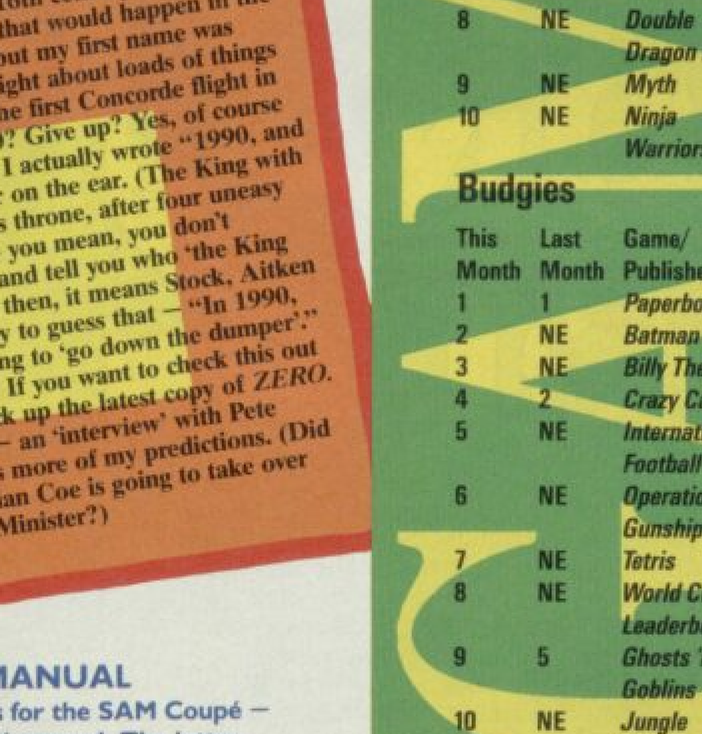
• Ocean is keeping its plans for the new year releases quite close to its chest, but something we're pleased to glean is that it intends to release *Battle Command* later in the year. This will be the sequel to Firebird's *Carrier Command* which we Megagamed back in July. Ocean promises that it'll be much bigger and better than the original, which should make it rather splendid by our reckoning. Apparently it's going to be much of the same but this time land-based (involving tanks) and more quickly paced. Remember where you read it first.

• Do you know that spanky coin-op called *UN Squadron*? It's a horizontally scrolling shoot-'em-up in which two players simultaneously get to fly real planes like Tomcats, F-5E Tigers and A-10 Thunderbolt IIs against a massive array of enemy hardware including giant battleships, tanks and helicopters. You may even have played it on the US Gold stand at the PC Show. "What was it doing there?" we hear you ask. Well, it's obvious, isn't it!? US Gold is planning to convert it to the Speccy later on this year. Yahooo!

EUROPE'S FUNNIEST MANUAL

MGT has produced two manuals for the SAM Coupé — a 'technical' manual and a 'funny' manual. The latter has been written by Europe's Funniest Man, namely Mel Croucher, the well-known industry personality, author and wit. Here's one of the hilariously apt quotations he's 'sprinkled' it with — *"Music is best understood by children and animals." (Igor Stravinsky)*

Hmmm. We decided to put it to the test, and rounded up Derek, the *YS* hen. We locked Derek in the spare room, with the sheet music for *Old MacDonald Had A Farm* sellotaped to his beak, and after a couple of hours led him to the *YS* piano. Did Derek give us a hearty sing-song? Um, no, he didn't actually. He just pecked away at middle C. (And that was only because we'd superglued a bit of bird-seed onto it). So, Igor Stravinsky was obviously a bit of a prat then.



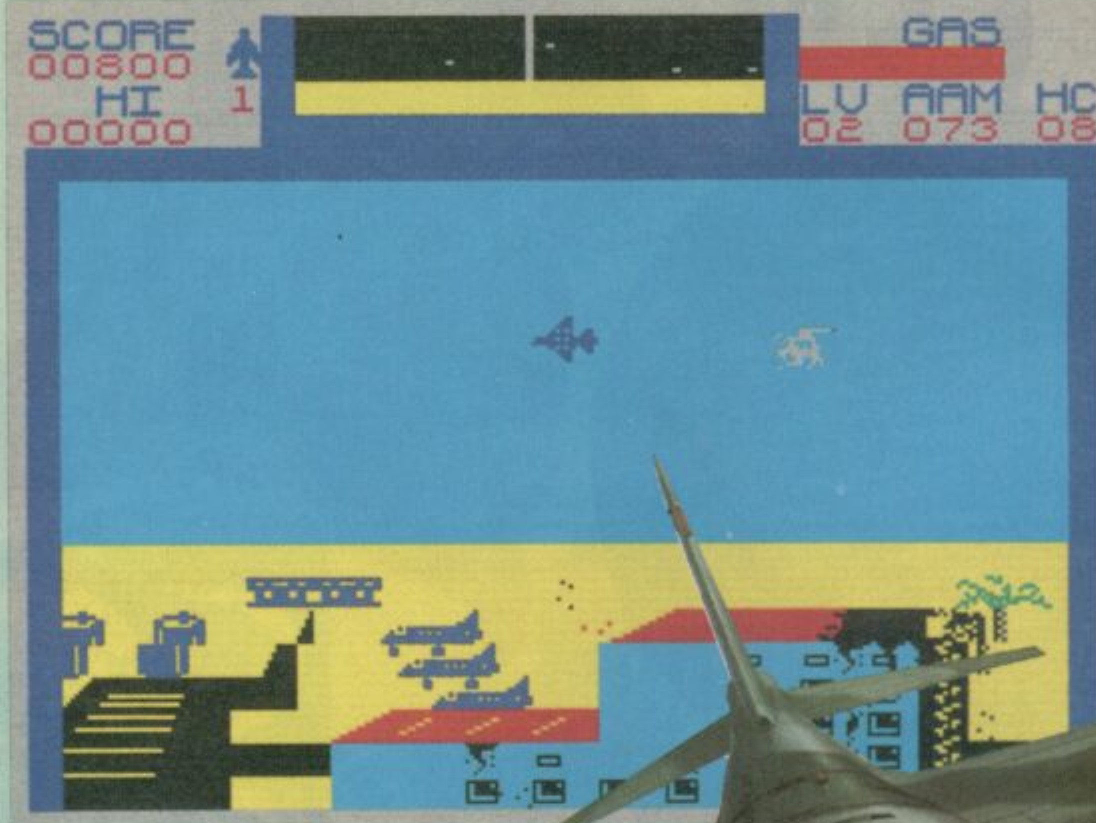
Kate Cameron-Daum, Bruce Gordon and 'The Funniest Man In Europe'. (*If Europe had a population of two and the other inhabitant was Sid Little, that is. Ed*)

Oh no! Due to the ever-continuing cosmetic surgery being rendered to *Your Sinclair* (in an attempt to bring you the best magazine in the business) we've been forced to render one or two minor chops and changes. The latest of these is the demise of the Subs Club Newsletter. Yep, in future, subscribers will receive the magazine without the additional one page newsletter. This means that we will be able to devote more time and energy to producing *Your Sinclair* itself so that hopefully at the end of the day everyone will benefit. Hurrah!

OTHER THINGS CALLED SAM
No 7: a Sam-ple

A sample is a digitally recorded piece of music. You can play as much (or as little) of it as you want, in bursts of anything between eight picoseconds and loads of minutes. It can go s-s-s something like this (this, this, th - th - this) or even th - th - that (th - that, that). Some people make it... Some people make it... Some people make it... Some people make it last a bit longer. And some people even long (ong ong ong ong ong ong ong/er (longer, longer). Blimey. B - b - b - b - b - blimey. (Help! Art Ed) B - b - blimey. B - b - b - b - b blime, blime, blime... (Ed) (Ed)

Woah! It's another Smash Tape, the 28th in fact — thousands and thousands of fun-laden bytes all jostling to be first in line to leap into your Speccy. *Falcon Patrol 2*, a former full-pricer from Virgin Mastertronic, will blow your mind (not to mention your nose), *A Harvesting Moon* is a cracking adventure from 8th Day Software, and (and!!) there's a skill two player playable demo of Players' *The Race* bundled into the barg too!

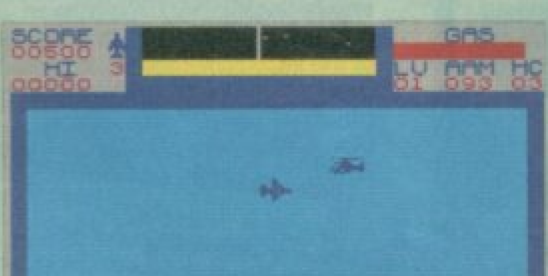


We were actually going to give away a pair of spanky 3D glasses with *Falcon Patrol 2* but stinge-bucket T'zer wouldn't let us. So here's what you would have seen but, er, won't. (And if you believe that you'll believe anything!)



FALCON PATROL 2

Virgin Mastertronic



Clear blue skies, sizzling sand dunes and, well, a semi- demolished hotel and loads of planes landing at the local airport next door. It didn't mention *that* in the brochure!

Judging from its name, *Falcon Patrol 2* could easily be a rather tedious game about protecting some endangered species of bird from thieving egg-collectors. Perhaps you'd have to engage the enemy in innocent conversation until one of your friends had summoned the police, and then appear in court to give evidence against them. Boring.

It's probably just as well then that it's nothing like that at all. *Falcon Patrol 2* is a completely brilliant SHOOT-'EM-UP with loads of EXPLOSIONS, a fair few BULLETS, pints of BLOOD, masses of SCREAMING and more BADDIES bursting into FLAMES than Keith Floyd burns crêpes suzettes.

Remember *Defender*? Well, *FP2* is nothing like that at all. Okay, maybe a bit, but it's miles better. The idea is to fly around over the scrolling desert landscape and blow everything away. After, that is, you've waited for your Harrier (or whatever you want to call it) to be refuelled, rearmed and all the rest of it. Pressing the Up key will then launch you into the blue yonder, where you can begin to do battle with the enemy. You'll then find that pressing Left, Right, Up or Down carries you in the appropriate direction, while pressing Fire sends a lethal stream of bullets (er, one anyway) speeding towards your assailants. What may take you slightly longer to discover, however, is that pressing Down and Fire together cunningly sends a round of ammo downwards at a funny angle. This means that you can catch the unsuspecting nasties by surprise, and even take out targets on the ground. Brillo.

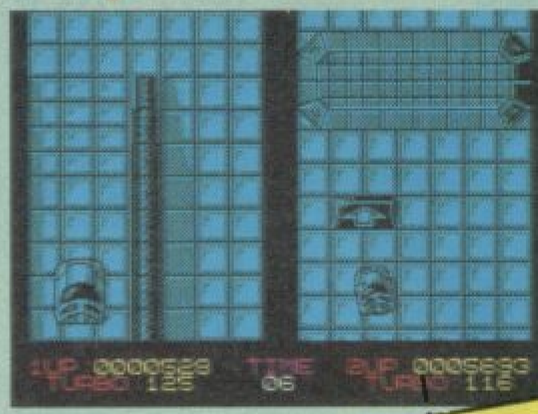
At first, things seem reasonably quiet — just a few helicopters nipping around. No hassle at all, and you'll be wiping out the attack waves like a hot knife through butter (lumme, that Floyd chappie gets everywhere, doesn't he?). Later on, though, they start fighting back. Firing at you, for instance. Yikes! Even worse, some helicopters deposit little anti-aircraft guns which create havoc unless you do something about them.

Finally, keep an eye on your precious supply of petrol — if you run out, your engine will stop going round and you'll crash. The obvious remedy for this problem is to get some more, so set her down on one of the landing pads and fill her up.

THE RACE
Players

As you've probably gathered from the title, *The Race* is one of those games that plonks you into the luscious leather of a turbo-charged death-mobile. Set in the 'future', you . . . er . . . race at breakneck speed down a dangerous course full of obstacles. You can race against time, or even take on a chum in two player simultaneous mode! In fact, we're giving you one whole level of motor mayhem from Players' forthcoming five level scorcher.

Use those ramps to sail over walls in a single bound, dodge those obstacles with a bit of nifty steering and enjoy that queasy feeling in the pit of your stomach as your mean machine glides over the undulating track. Should the pace not be fast enough for you, or even if you're a bit lacking 'between the ears', you can hit that turbo button and feel the G-Force push you back into your seat. So, pump up the volume on the stereo, wind down the window, hang up the furry dice and hit those roads. Well, perhaps loading the game up first might be a good idea too.



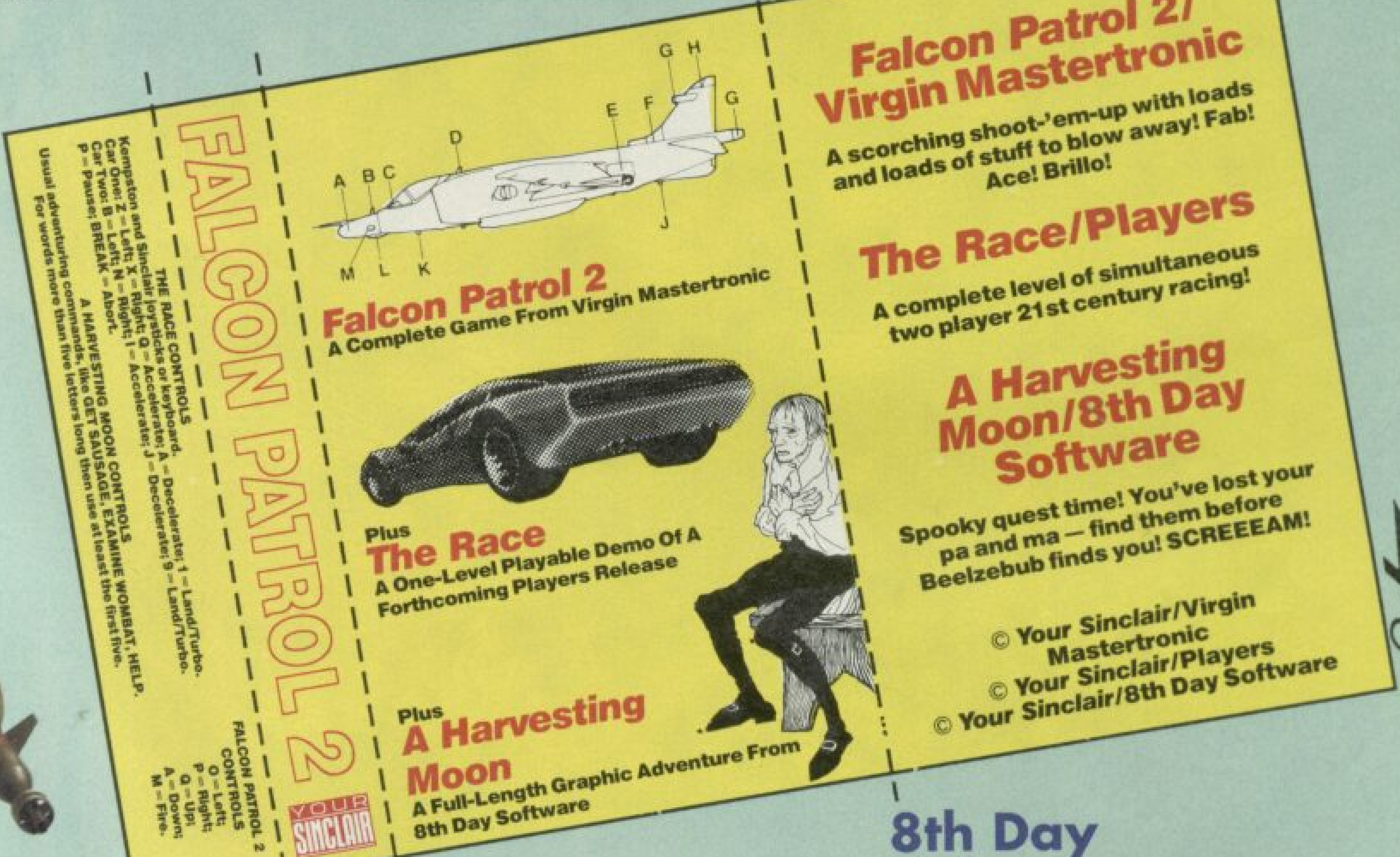
Car Two lurches towards the ramp to give it that extra bit of oomph and make it over the wall.

Tape Trubbs

Sad, isn't it? You've come dashing back from Smiths, salivating copiously at the prospect of *Falcon Patrol 2*, and the blooming thing won't load! You've tweaked the volume, waggled the azimuth and basically done everything humanly possible, but to no avail. Sounds like you've got Tape Trubbs. Aaaarrgh!!

The solution, however, is simple. Equip yourself with a stamped addressed envelope and then send it, along with the dodgy merchandise, to... *YS* Tape Returns No 28 *Falcon Patrol 2*, Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW.



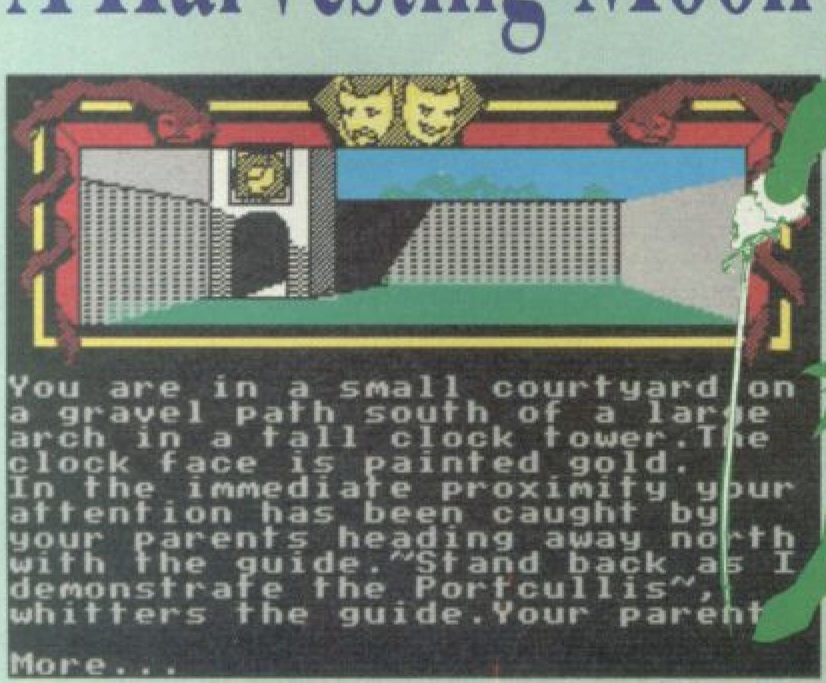


A Harvesting Moon
8th Day Software

Yep, it's adventure time again and this one's a bit of a corker from 8th Day Software (according to Mike Gerrard, adventure lock picker extraordinaire). Picture this. You're bored out of your skull by a particularly tedious tour of a stately home, when, crikes, you suddenly notice that your parents have absent-mindedly wandered off without you. You try to catch up with them but manage to trip on a subtly-placed banana skin which, suffice to say, sees you sat on your bot watching them disappear. Mummeeee! Reckon this calls for some serious chasing!

Unfortunately, this could prove a bit tricky, because you're stuck in one very weird stately home! Everything starts to go a bit surreal as you wander in and out of different time zones, encounter all kinds of strange folk, get involved in some spooky witchcraft and maybe even meet Old Nick himself. Eeek!

Good luck, thrill-seekers! Oh, and if you enjoy playing *A Harvesting Moon* then 8th Day has a load more goodies of a similar ilk. Why not send an sae for a catalogue to 8th Day Software, 18 Flaxhill, Moreton, Wirral, Merseyside.





Magical mystery tour time, guys and gals. Keep in line and don't play with my relics!





"TAKE NO PRISONERS, GIVE NO QUARTER, MAKE NO COMPROMISES"

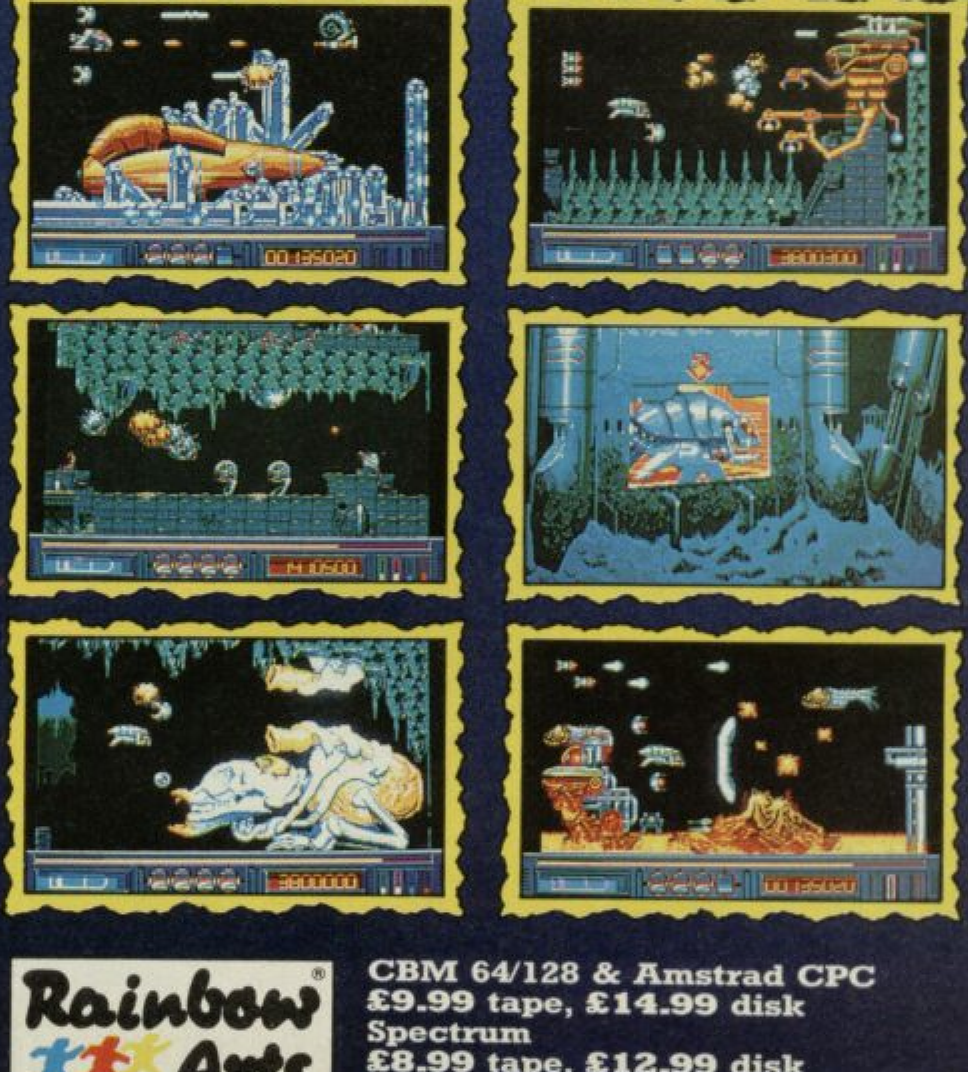
X-OUT™

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From the farthest reaches of outer space, they came to inhabit the depths of our oceans. From their savage assaults on a defenceless human race, grew a planet's last desperate crusade – project Deep Star, the ultimate underwater war machine. Early encounters proved catastrophically ineffective, however a few kept faith, all the time improving Deep Star, the greatest collection of man's technical wizardry, committed to the hands of a lone gladiator for one final attempt at halting the inevitable – the frantic death throes of a civilisation sinking into darkness.

That gladiator's battle cry ... take no prisoners, give no quarter, make no compromise.

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- ***"Buy and sell" over 25 multi functional extra weapons.***
- ***Free style configuring of weapons and satellites.***



Screen shots from Amiga version.

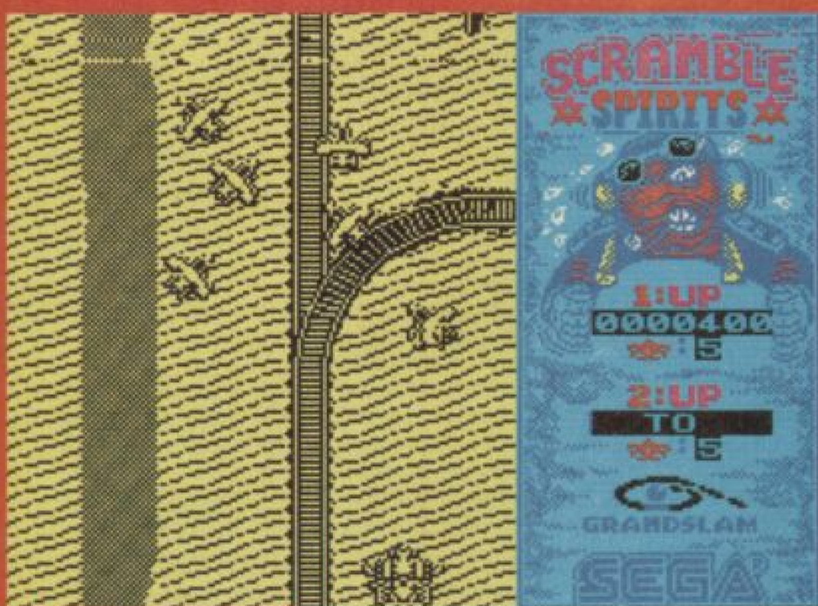
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Here's where you start from (the little splodge on the landing pad is your plane). Let's go, Mr Pilot!

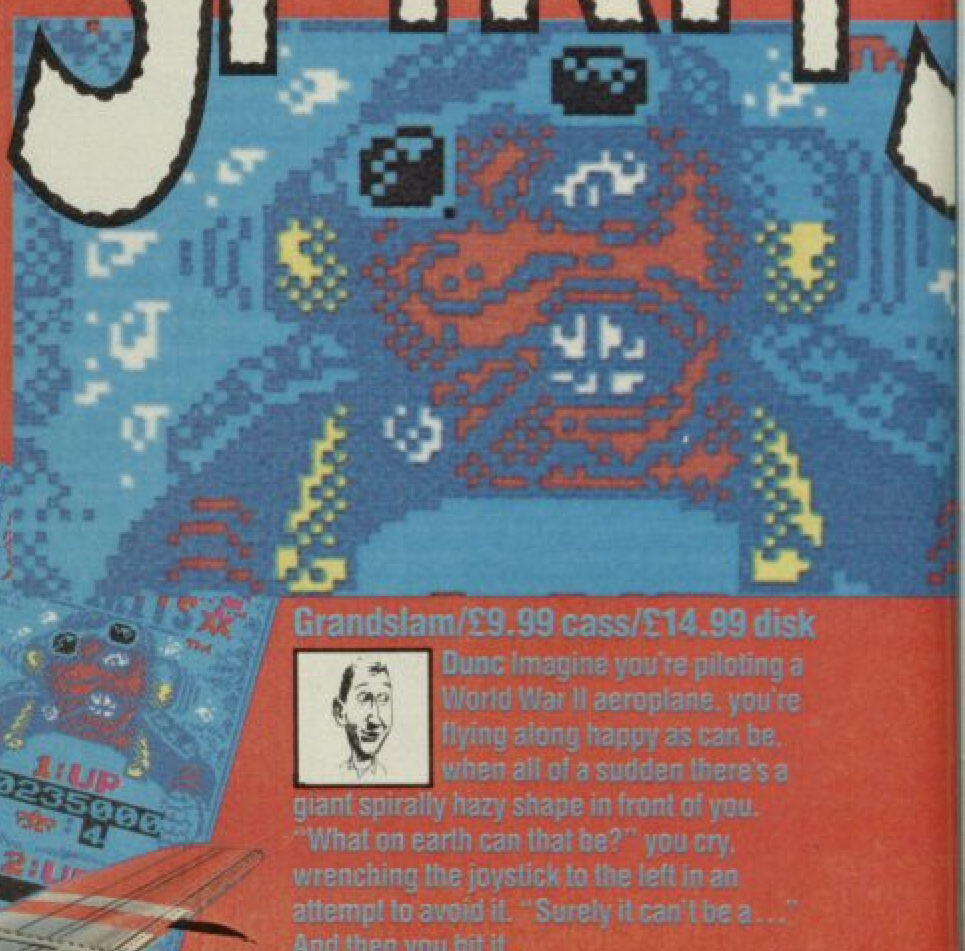


Above
Watch out for the trains! (Actually, there aren't any that we saw, but we can but hope.)



Right
Here's a giant end-of-level aeroplane - it moves around all over (a bit like in Xenon).

SCRA SPIRIT



Grandslam/£9.99 cass/£14.99 disk

Dunc Imagine you're piloting a World War II aeroplane, you're flying along happy as can be, when all of a sudden there's a giant spirally hazy shape in front of you. "What on earth can that be?" you cry, wrenching the joystick to the left in an attempt to avoid it. "Surely it can't be a..." And then you hit it.

Yes, as you regain conciousness, you realise that your earlier fears have been confirmed. The giant spirally hazy thing was in fact a Time Warp (straight out of *The Twilight Zone*), you've jumped forward a century or two and you're now flying at angels two zero above a rather futuristic-looking landscape. There are turrets that fire deadly beams of light at your plane. And what have you got in the way of a reply? Lots of little pieces of lead that come out of tube things on the underside of your wings, that's what. Oh dear. Bullets are rather useless sometimes, aren't they?! (*Yes, sometimes they are. Ed*)

So that's pretty much the gist of *Scramble Spirits*, Grandslam's new viewed-from-above vertically scrolling shoot-'em-up.

Each of its five levels are in monochrome, so the first question you'll probably want answered is "Does it suffer from the invisible-bullet syndrome?"

MBLE



I can report, happily, that no, it doesn't. (Well, not much anyway.) While the aeroplane sprites are all on the small side, the bullets, proportionately, are quite large. So, what exactly do you have to do then? Quite simple really – shoot absolutely everything that moves. There are both ground-based and airborne enemy craft to destroy – planes, tanks and gun emplacements to name but a few. And I suppose you'll be wanting to know what other firepower you have at your disposal in order to bring about all this carnage and destruction, won't you? Um, just the bullets, actually. No power-up icons in *Scramble Spirits*, matey. Well, as a matter of fact there is one type of add-on to be collected, namely a smart bomb. This doesn't mean that it's particularly intelligent, it just means that when you let it off it blows everything in sight to kingdom come. These smart bombs certainly aid your progress, but, as you can only use each one twice (added to the fact that there are hardly millions of them lying around), they're best hung onto until you really need them. Mind you, this is easier said than done, because, once collected, the smart bomb attaches itself to the side of your plane. This makes you a bit wider, and therefore easier to hit, which means you might find the bomb getting blown up before you get the chance to use it to full effect.

The mega-nasties at the end of the levels get, as you might imagine, increasingly bigger and more deadly, but there's something you're not allowed to take into these battle arenas – the smart bombs. You're relegated to bullets again I'm afraid (like in *Xenon*). The mega-nasties' firing tactics are similar to those in *Xenon* as well, with stream upon stream of bullets coming at you thick and fast. Dodge, dodge, dodge, fire into its 'mouth'. Dodge, dodge, dodge, fire into its 'mouth'. See?

There's a two player mode, which allows you and a chum to engage in shooting antics simultaneously. With one player guarding the left of the screen and the other the right, progress is made much simpler (and even more fun). Mind you, when a smart bomb icon comes into view it's going to be a bit of a scramble making sure that you're the one who actually gets it. In fact, you'll probably be killed for your troubles, so lean over and give your 'co-pilot' a quick back-hander across the bridge of the nose. This should warn him off in future.

All in all, *Scramble Spirits* is a rather enjoyable and absorbing little shoot-'em-up. For me, though, there's just one thing missing – and that's a few more extra weapons.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
75°	73°	77°	75°

DIAGNOSIS

A monochromatic vertically-scrolling shoot-'em-up with the emphasis very firmly on, erm, aeroplanes. Quite good fun.

75°



JOYSTICK JUGGLERS

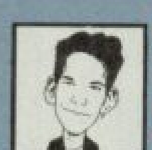
This month we've asked our Jugglers to perform a 'mime' — something that they might actually do in real life, from changing a lightbulb to folding a piece of paper into a kangaroo shape. You simply have to guess what it is they're 'pretending' to do. (The answers are at the bottom of the page.)



Jackie 'Rappaport' Ryan Jackie drags an object into the centre of the room and seems to clamber onto it. Then she stretches to full height (three foot nine), reaches above her head and performs a screwy motion with her hand. She reaches back down, picks up an object, stretches back up again and does another screwy motion.



Marcus 'Roger And Out' Berkmann Firstly, Marcus stretches himself out on the ground and closes his eyes. *(Like he's in bed? Whoops! Gave the game away a bit. Ed)* Then he suddenly opens his eyes, stares at the ceiling, sits bolt upright, glances at an object on his right, checks his wrist, looks back at the object on his right and then mouths a few words (which look as if they're rather rude).



Robert 'Rhymes With Kate Adie' Corradi Robert appears to walk into a room of some description, turns around and presses something. Then he folds his arms, taps his foot and starts whistling. He does this for about 30 seconds and then suddenly looks extremely alarmed. He then repeatedly presses whatever it was he had pressed before, looks rather panic-stricken and keels over.



Duncan 'Biscuit Barrel' MacDonald Duncan slowly shuffles forwards and eventually stops. He proceeds to lift object after object out of a container and place them on something — then he pauses for two minutes. Suddenly he starts to panic and turns all his pockets out, seeming to grovel to somebody. Then he picks up two of the objects and scuttles off in the direction in which he'd originally come.



David 'Billy-Can' Wilson David walks forwards and then suddenly withdraws his legs and drops to the ground. He flings himself around all over the shop, performing somersaults and cartwheels (and a few other moves that don't have official names). Then he stops, and drags himself very slowly and shakily to his feet. He rubs his head and clutches his right shoulder. He seems in pain.



Tony 'Franz Kafka' Dillon Tony lies down and closes his eyes. *(It's another 'sleeping mime'. Whoops! Sorry. Ed)* After a couple of seconds he opens his eyes and climbs onto all fours. He scurries left then he scurries right. He scurries forwards then he scurries backwards. Then he falls over. It looks a bit like he's turned into a giant insect or something.



Jonathan 'Smelly Bed' Davies Jonathan screams and screams and screams. First he runs one way, then the other. He runs in circles, jumping into the air, as if trying to avoid something hideous on the ground. Then he gets sort of 'stuck' in the corner of the room, and seems to be rooted to the spot with fear. He makes kicking motions.



Matt 'Ladies Ski Jacket' Bielby Matt hurls himself against a wall, cracking his head rather hard. Then he pulls himself together and gyrates back to the centre of the room. Suddenly he goes flying face-first onto the floor. After picking himself up, he gyrates rhythmically again back to the centre of the room. No sooner does he get there than he does a somersault and crunches down rather hard on his back.

SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

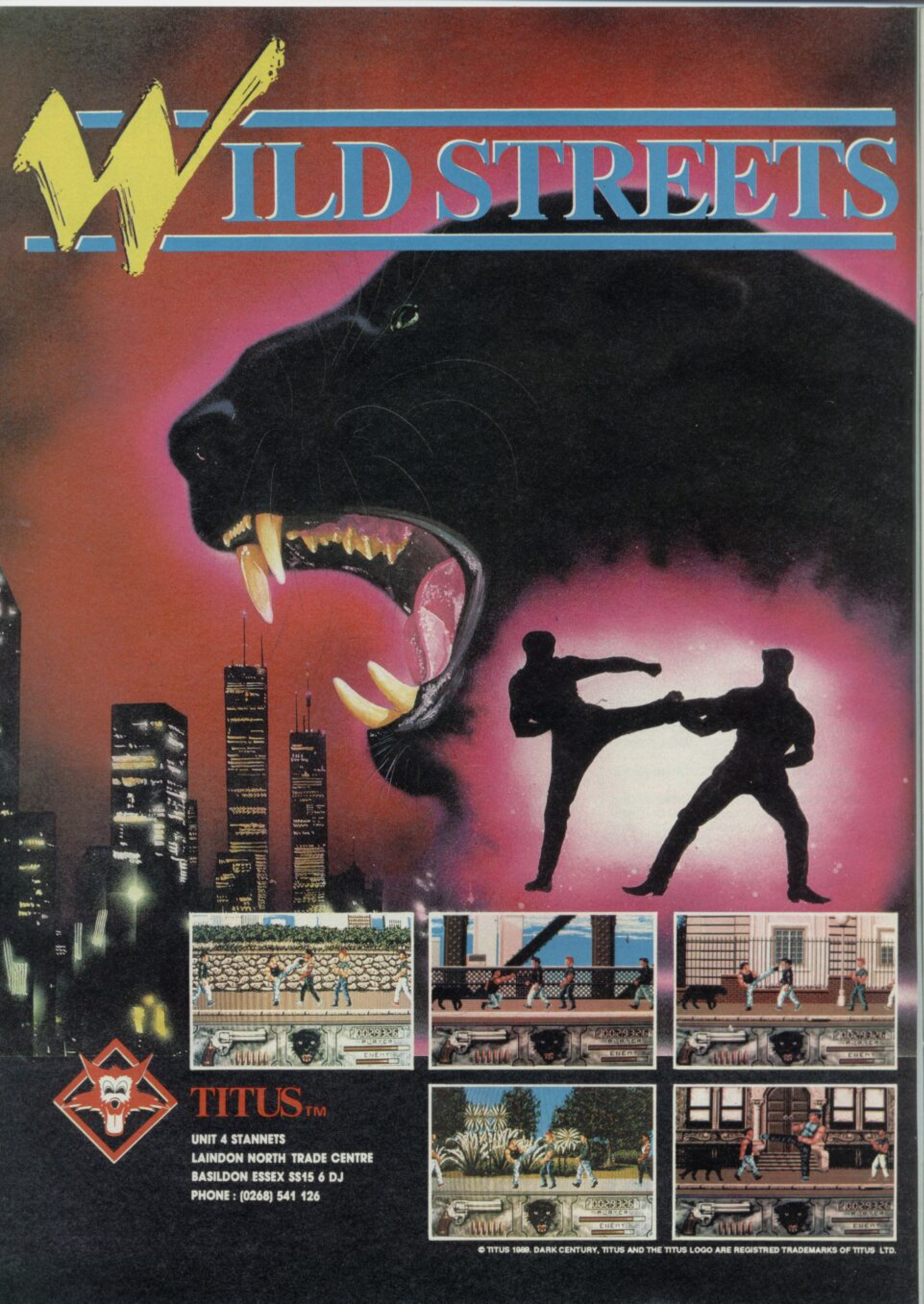
20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

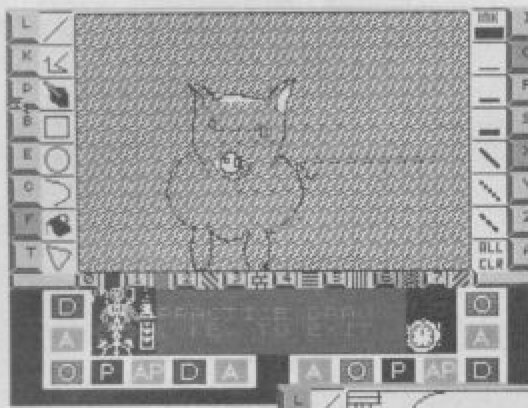
ANSWERS

Jackie She's changing a lightbulb; **Marcus** He's woken up late and missed a lunch date with Kim Bassinger; **Robert** He's stuck in a lift (suffering from claustrophobia); **Duncan** He doesn't have enough money to pay for all his goods at the checkout counter of the supermarket, so he goes to put some of them back on the shelves; **David** He's fallen down the stairs; **Joseph** He's turned into a giant insect during the night; **Jonathan** He's being chased by the ghost of Farty The Warthog; **Matt** He made the mistake of going disco dancing with Clare Rayner.

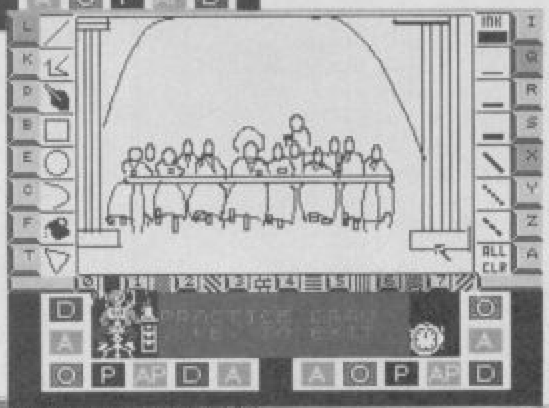


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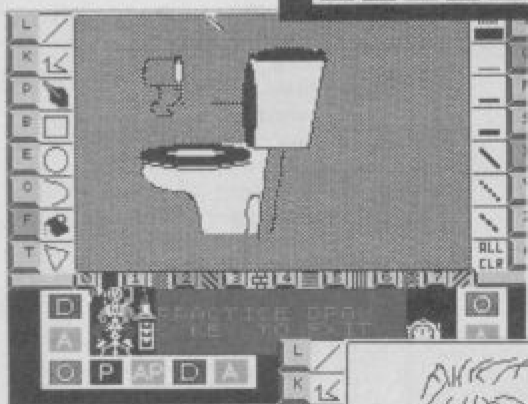
YS/DOMARK COMPO



A



B



C



D



WIN!

ABSOLUTELY TONS OF ART EQUIPMENT! PLUS! SIX COPIES OF *PICTIONARY* (THE BOARD GAME)!

Pictionary — it's a bloomin' miracle!

So what is *Pictionary*? Well, it's only the *YS* team's second favourite board game of all time, that's all!! (After the incredible *Snifty Snakes*, of course!) You must know it — it's the one in which you have to try and draw something, and your partner has to guess what it is before the other team gets there first. It gives a whole new meaning to the phrase 'quick on the draw'!

Domark has just converted the game to the Speccy (bunging in a rather wazzy new art program, which almost makes it worth picking up for that alone!). It's the biz!

What can I win?

Only £100 worth of art equipment, plus six copies of the original board game version of *Pictionary* (worth £20 each)!!! Blimey! Our first prize winner gets all the arty stuff (pens, paper, paints, brushes, you name it), all collected into a handy metal tool box (just like our Catherine used to lump around at art college) and specially 'customised' by Martin, our resident graffiti yob. Dead trendy!

He (or she) will also get a copy of *Pictionary*, as will five lucky runners up. It's the giveaway of the decade! (Well, according to Madame Pico's trusty crystal ball anyway!)

What do I do(odle)?

It's dead simple! All you have to do is look at these four screenshots taken from the *Pictionary* computer game. They've all been drawn by our ace *YS* doodlers (fab aren't they?). The question is (you might well ask) what on earth are they? We've made it rather easy by giving you doodles of well known objects, as opposed to tricky ones like 'Chaise Longue' or 'Shove Ha'penny Board' (just a couple of the twisters you might find yourself actually drawing in the game) so it shouldn't be too tricky.

Answers on a postcard please to *It Ain't What You Doodle, It's The Way That You Doodle It* Compo, YS Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Rules

- Any employees of Domark or Dennis Publishing seen doodling around the Compo PO Box will be locked in an airtight room with an Oxford Talking Dictionary.
- All entries must be received by March 31st 1990 or they'll be given a jolly good ticking off.
- Matt is the man in charge of the YS office and he won't buck no arguing! (So don't!)

Lumme! Pretty Neanderthal, aren't they? Anyway, I think your efforts are:

a)..

b)..

c)..

d)..

Name...

Address...

....

.... Doodle Code.....................

Back Issues

Get A Piece Of History! Get A *YS* Back Issue!

Well, here we all are then! The 1990s and no mistake! Mind you, how are you going to prepare yourself for the onslaught of Speccy info that *YS*'ll be throwing at you during the years to come? Why, by plugging up all those gaps in your 1980s *YS* collection and grabbing yourself a Back Issue or two, that's how! Here's the lowdown.

1986

1 JAN '86 · Commando cover · So tough it SOLD OUT aeons ago!!

2 FEB '86 · *The Young Ones* cover · *Art Studio* review · Joysticks bench test.

3 MARCH '86 · *V* cover · *Wham Music Box* special.

4 APRIL '86 · *Max Headroom* cover · 128K on test · *Art Studio* tips.

5 MAY '86 · *Batman* cover · Micronet feature · Mike Gerrard joins *YS*.

6 JUNE '86 · *Ghosts 'N' Goblins* cover · Hardware round-up · *Tasword III* reviewed · 128K games feature.

7 JULY '86 · *Rock 'n' Wrestle* cover · *Batman* map · Music For Beginners special · Hard Facts fault-finding chart.

8 AUGUST '86 · *Paperboy* cover. Read all about it! · Hardware special — choosing the complete hardware system.

9 SEPT '86 · *Miami Vice* cover · FREE wild and wacky *YS* stickers! · GAC User's Guide · T'zer's coin-op conversions special.

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12 DEC '86 · Dandy cover · SOLD OUT!

1987

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1990

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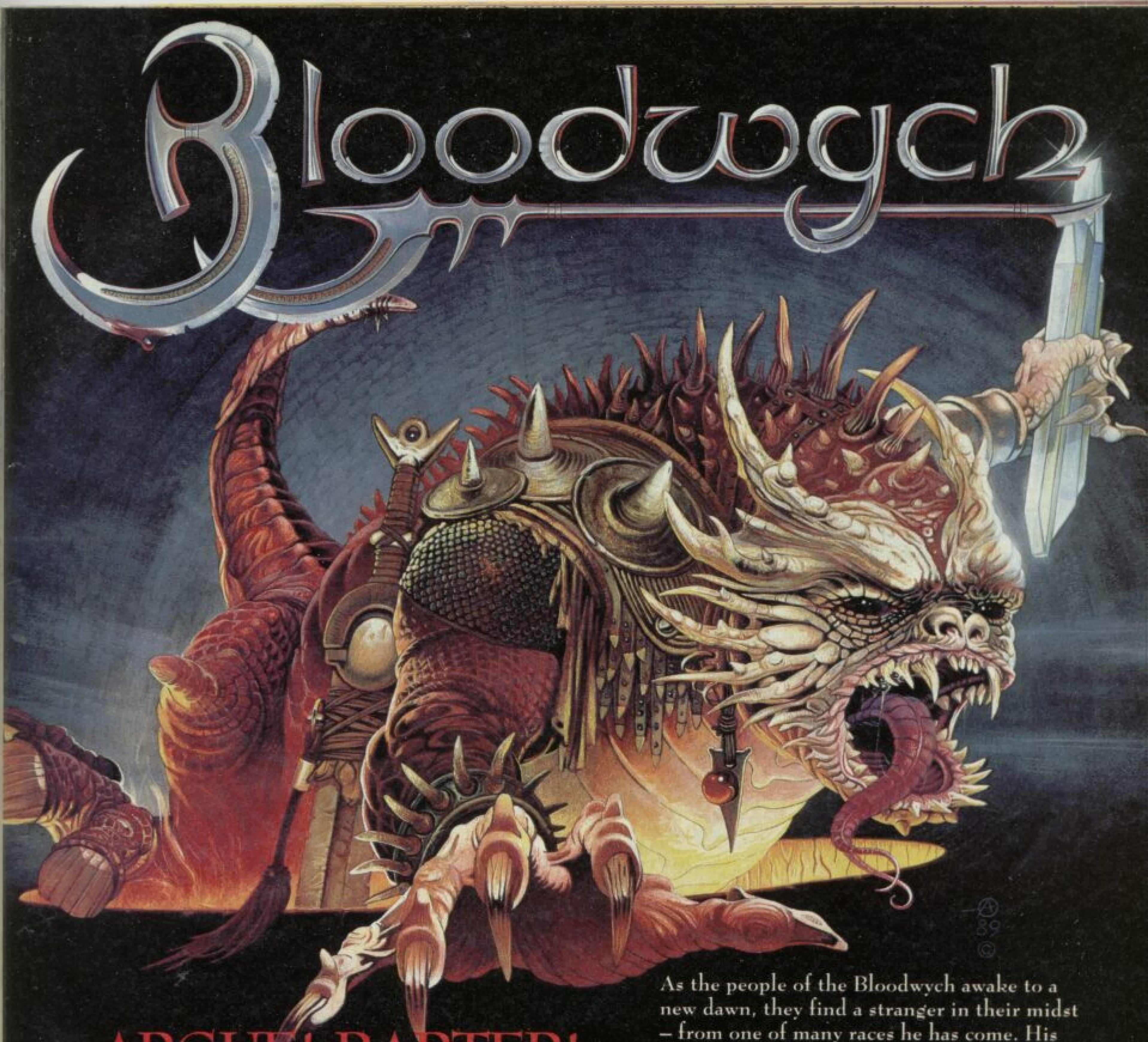
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As the people of the Bloodwych awake to a new dawn, they find a stranger in their midst – from one of many races he has come. His task; to halt the demon that lies dormant within the Castle of the Bloodwych.

Unification of the Crystals of Sanguis will secure the Behemoth in his lair for all eternity. Should they remain separate, then he shall rise to bring darkness into the world.

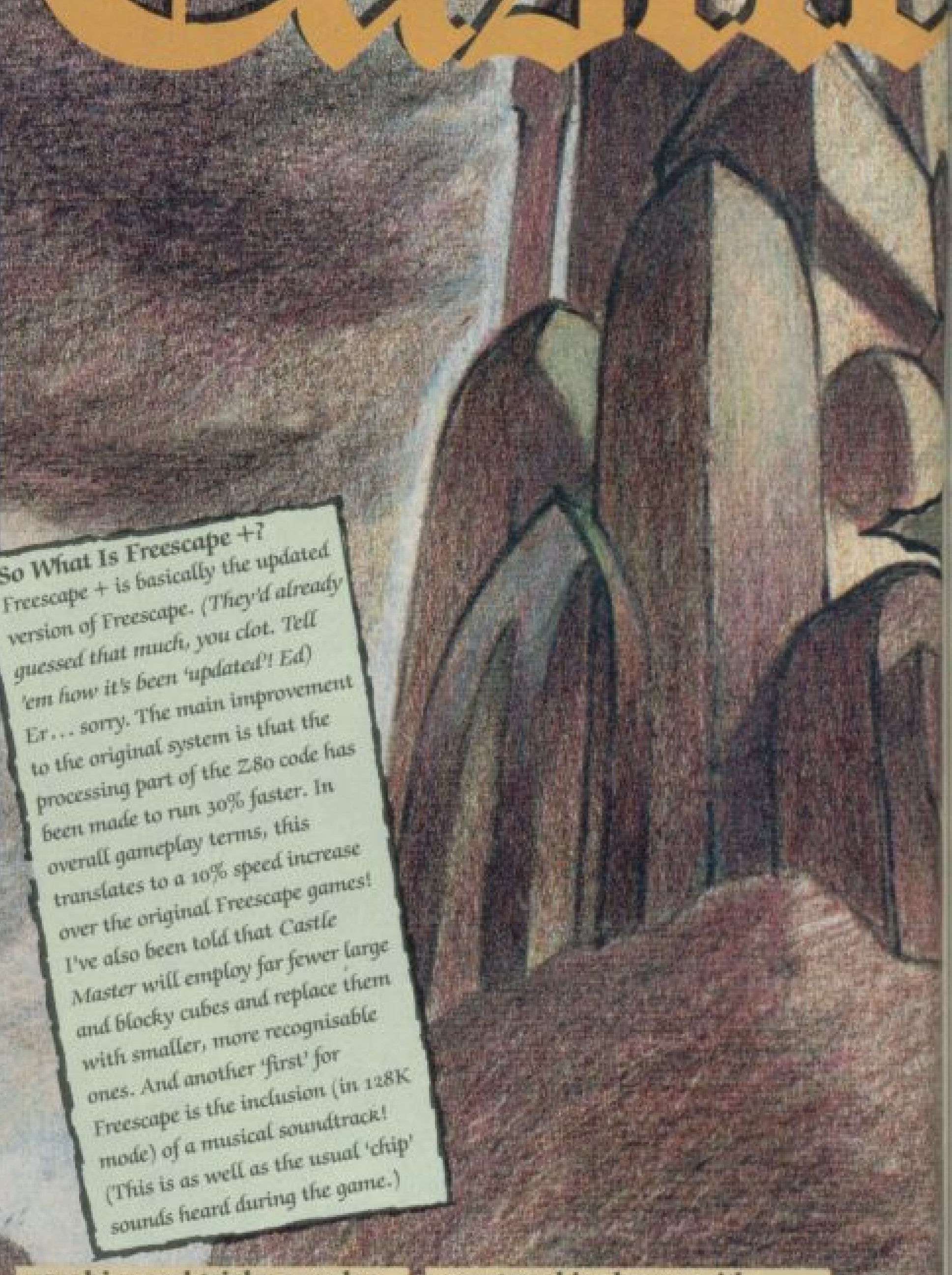
This unique role-playing fantasy game allows greater interaction with the environment than has ever been seen before. Argue, barter, negotiate – even lie through your teeth! The fully implemented personalities of all the characters in Bloodwych allows a rich style of role-playing that has only been dreamt of.

With one or two player simultaneous mode, this is the game that you've been waiting for. Bloodwych for those that dare!

COMING SOON

Castle

Without so much as a by your leave, David Wilson is whisked screaming by magical forces from the cosiness of the YS office into the gloomy dank bowels (oo-er!) of Incentive Software to take a sneak preview of its forthcoming Castle Master.



Ooooh! Blimey! It's a bit nippy down here… not to mention spooky!! Still, I suppose when I signed up to join the *YS* team no one said it was going to be easy. Now… let me just take a peek round this corner and…

YAAARGH! It's a huge bat-type thing! Help!! Mommy! (Focus of Davey's horrified (*and horrible. Ed*) face as it spins into a blur, then re-focuses. He's asleep!)

Pher-yew! It was all a terrible dream! (Shiver!) Pretty realistic, mind. In fact, Spec-chums, I'll dare to say almost as realistic as the newly-improved Freescape + graphics of Incentive's up-'n'-comin' *Castle Master*. (Actually, that's got subterranean nooks and crannies and a spooky bat-thing in it too. How odd!)

Castle Master is a sword and sorcery arcade adventure in which you have to explore a castle to discover the whereabouts of your twin. Ha-hah! You thought it was going to be a princess, didn't you? Er… well, actually it can be a princess. But it can also be a prince. It rather depends upon your sexual preference! See, *Castle Master* gives you the choice. This is nice because their quests offer slightly different sets of layouts and puzzles. So, although you don't get two completely different games for the price of one, you're certainly quids in.

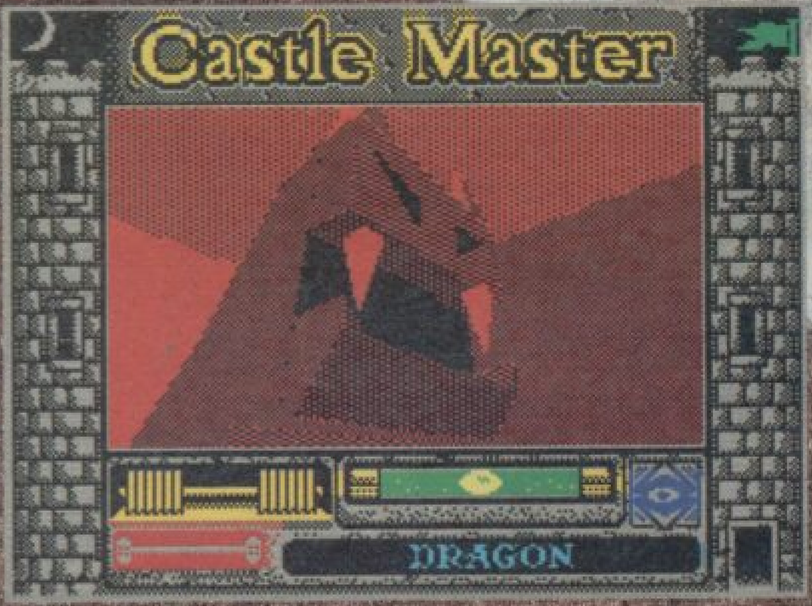
Apart from the size of the game setting, you'll also have to contend with various creatures and spirits. We all loved those earlier Freescape games, with brilliant graphics and tricky puzzles, but we never actually got to meet anyone, let alone shoot them, did we? (Okay, so you could shoot objects, but where's the gratuitous violence in that?) But now here's your chance! 'Cos not only do you get to gander at *Castle Master*'s brilliant 3D-perspective world, with its shaded geometric blocks of buildings and objects, but you can also slingshot as many of its spirit occupants as you want. But, hang on, that's not the only thing you can 'do' either, because by pressing the new 'Action' command near an object you can initiate, er, actions like eating and drinking. There's even a 'latrine' in this castle!

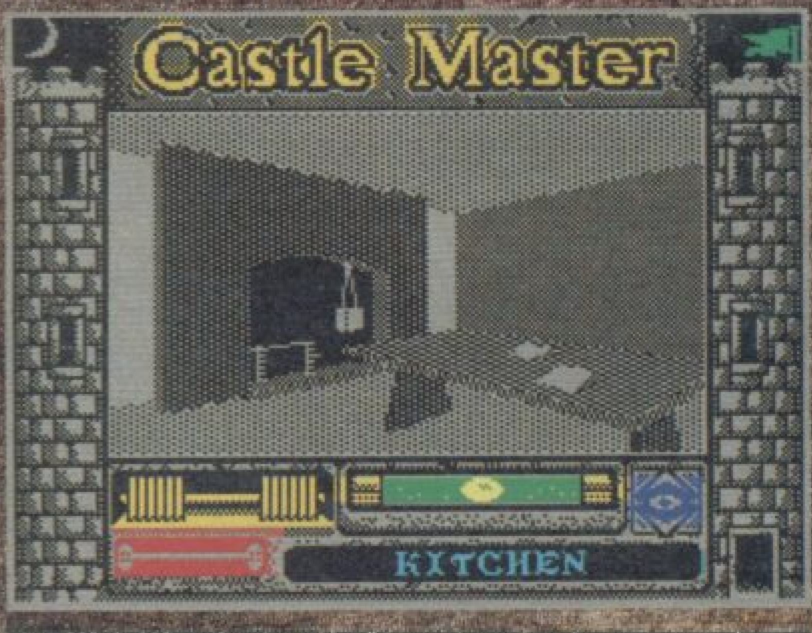
The game is set outside, inside and underneath the castle, as well as in each of its four towers. If I tell you that each tower alone has four rooms on each of its four floors then you won't be surprised to hear that this game is big (big, big!). The courtyard is chocca with places to explore, including a church, gym and torture chamber, and beneath the castle is an extension of the Docklands Light Railway. (*What? Ed*) Er… just joshing, readers! In fact, there's a huge network of caverns and tunnels. Add all this to the bit-mapped mountains and lightning that surround and engulf the castle and you've got the setting for a potentially brilliant arcade adventure!

The scenario's been written by Mel Croucher, also known as Europe's Funniest Man (see *Pssst*), so watch out for that razor-sharp wit (*Ouch! Ed*) in the game's accompanying manual (which also functions as its security system). After a year's work, *Castle Master* is destined for an April release, marketed by Domark, and riding on the pedigree of Incentive's previous Freescape Megagames. It should be a real treat!

So What Is Freescape +?

Freescape + is basically the updated version of Freescape. (They'd already guessed that much, you clot. Tell 'em how it's been 'updated'! Ed) Er… sorry. The main improvement to the original system is that the processing part of the Z80 code has been made to run 30% faster. In overall gameplay terms, this translates to a 10% speed increase over the original Freescape games! I've also been told that Castle Master will employ far fewer large and blocky cubes and replace them with smaller, more recognisable ones. And another 'first' for Freescape is the inclusion (in 128K mode) of a musical soundtrack! (This is as well as the usual 'chip' sounds heard during the game.)





"Hubble bubble, toil and trouble…" Mmm. I wonder what yummy stew's brewing in the cauldron today!



Master

Portcullis Er... well, you can't see it at the moment but it's up there somewhere and it groovily opens as you enter the game and then rather unceremoniously slams on your tootsies should you fail!

Spirit Level (*Groan! Eh!*) This tells you the strength of the remaining spirits in the castle. As well as rescuing your twin, flushing out these spirits is the aim of the game. Until you do so they'll continue to get stronger (which means you've got a time limit)!

Dumbells These represent your strength. You can increase it by eating food or drinking potions. (Check the clue windows first 'cos some potions are poisonous!)

Message Window Want a message? Watch this space!

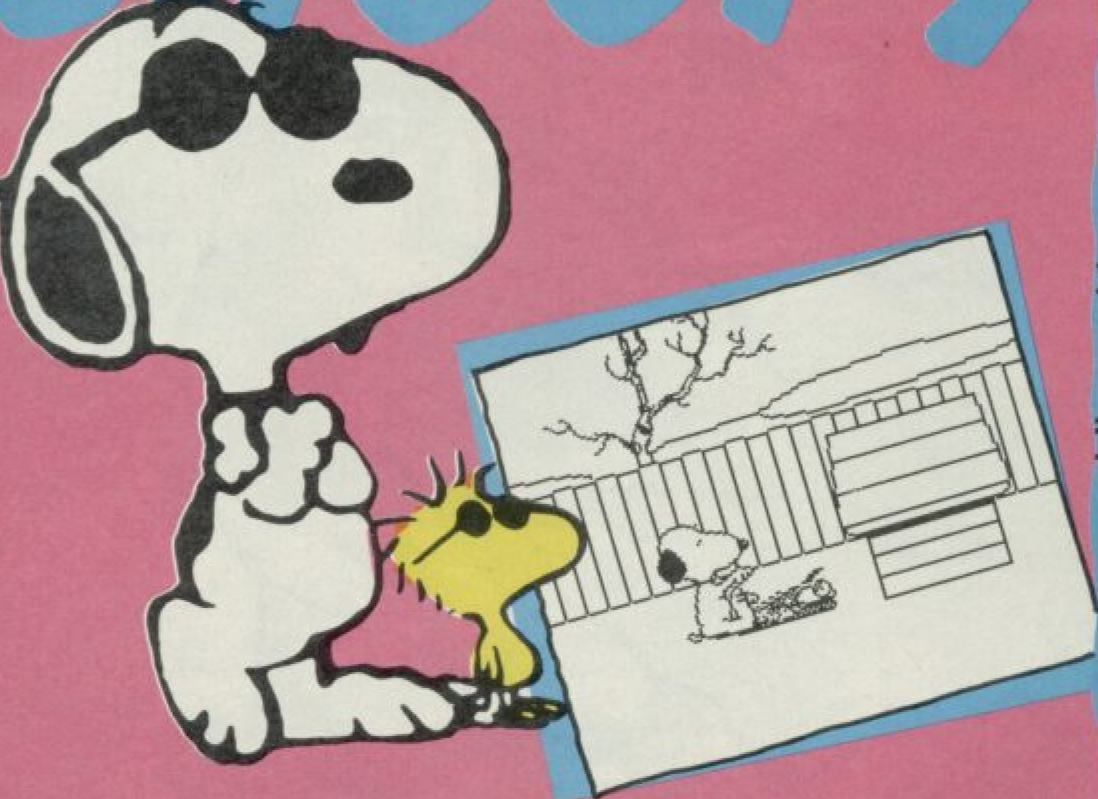
Key Rack To progress in this room you will need to find keys for some of the locked doors. This shows you which colour-coded keys you're holding.

Eerie Eyeball This moves around to symbolise the direction in which you're looking! (Well, it's much better than a boring old compass, isn't it?)

Fax Box

Game	*Castle Master*
Publisher	Incentive Software
Price	£9.99 cass £14.99 disk
Release Date	April

SNOOPY



The Edge/£9.99 cass/ £14.99 disk



Marcus *Peanuts* **has been around for so long it's a wonder some enterprising software company hasn't snapped it up before. I mean, it's a natural! Bung in all the characters, connect all their odd little foibles to a plot, and before you can say "It was a dark and stormy night" you've got a fiendish little arcade adventure, chock full of puzzles and playability.**

And, amazingly enough, that's just what those Edge folks have come up with. After years of sulking over the way U2's guitarist blagged their name they've now returned to form with a vengeance. *Snoopy* is cleverly constructed, accurate and, for fans of the comic strip, an essential purchase.

Beginning at the back of Charlie Brown's house, by his doghouse, Snoopy has to wander through the usual network of screens and solve the problem of where Linus' security blanket is. Getting it, of course, involves solving a number of rather tricky puzzles, such as...

1) What do you do with the catapult?
2) What's the frog for?
3) How do you get the kite down from the tree?
4) Why are the keyboard controls different to the ones printed on the inlay card?

Well, they were on mine, but that's just part of the overall puzzliness of this wacky little game. Once you've got used to the controls, of course, they're easily manipulated, but it can be a little hard to start with.

As with *Garfield*, the programmers have taken the whole notion of 'monochrome' graphics seriously and gone for just that – black and white, just as you'd see the strip in the newspaper. Even the border is grey. Colour freaks may moan at this but I find it rather refreshing.

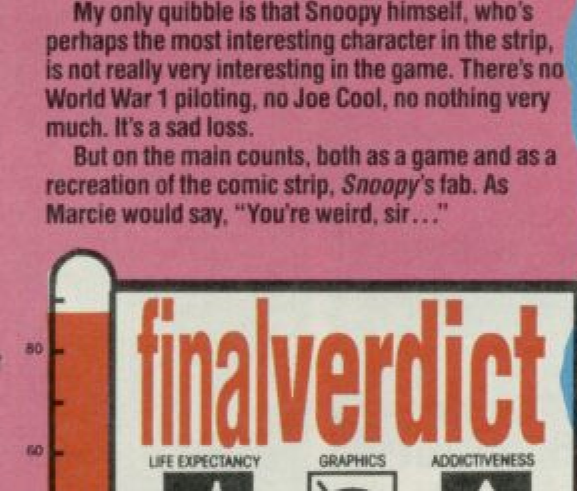
As you wander around you find objects which Snoopy can pick up and take elsewhere, and when he gets where he needs to be he can 'use' them. Try 'using' a few things as you pick them up – what happens then may give you a clue as to what they actually need to be 'used' for. Some things, in fact, can be used more than once. Look in that jar of cookies, for instance. Now it doesn't take an enormous brain to work out one thing the jar of cookies can be used for (SCRUNCH SCRUNCH SCRUNCH BURP), but when it's empty – what then...?

The actual game is, I gather, slightly smaller in structure (and so a little easier) than in the bumper 16-bit versions. Even so, that never makes it a doddle. One conundrum has been puzzling me more than most recently – Lucy holds something, and you can happily take it off her. (I even know where it has to go). But when you put it down, whether in the right place or the wrong place, it sits in the middle of the screen, in the same position that Lucy held it, rather than on the ground. Is this a bug, or have I missed something here?

Let's be generous though and assume that this little wrinkle has been ironed out by the time you come to play the game. If so, you'll find it ruthlessly logical in its puzzles and dependent to a great extent on how much of a *Peanuts* expert you are. (Our little captions on this page should be useful if you know nowt, but it does help if you've actually read the strip before you play...)

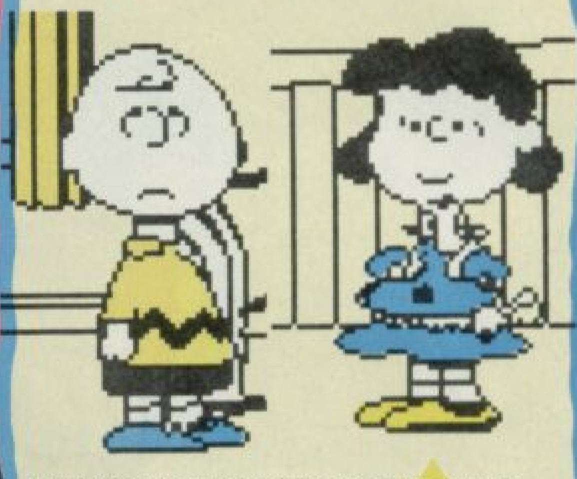
My only quibble is that Snoopy himself, who's perhaps the most interesting character in the strip, is not really very interesting in the game. There's no World War 1 piloting, no Joe Cool, no nothing very much. It's a sad loss.

But on the main counts, both as a game and as a recreation of the comic strip, *Snoopy*'s fab. As Marcie would say, "You're weird, sir..."



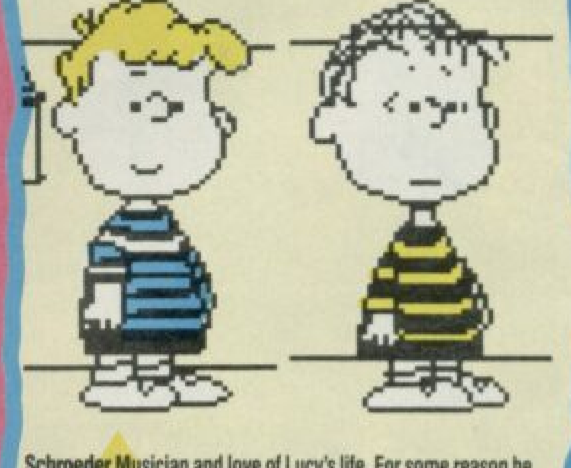
The Characters

Charlie Brown Or 'the round-headed kid', as his faithful hound Snoopy always calls him (he can't remember his real name). The poor chap's doomed to failure in all he touches – attracting the attentions of the little red-headed girl, captaining his baseball team, and, most regularly of all, flying kites. He must have lost dozens of the blighters to the kite-eating tree...



Lucy A 'fussbudget' (fusspot to us Brits) of Olympic standards, Lucy has a black belt in screaming and shouting when she doesn't get her way. Keen at all times to enjoy herself at the expense of others, there's only one thing she doesn't much like (frogs) and one person who knows this – Snoopy...

Linus Lucy's younger brother and worshipper of the Great Pumpkin (at Halloween time). Although reasonably hip in most ways, at least for a four-year-old, Linus is totally addicted to his 'security blanket', which he grasps next to him when sucking his thumb. And now he's lost it...



Schroeder Musician and love of Lucy's life. For some reason he spends most of this game standing around with an idiotic grin on his face, so if he's lost anything it's clearly not his piano (oo-er)...

'Peppermint' Patty So-called because there was once another character called Patty, who has long since dropped out of the strip. PP is a touch smitten on poor ol' Charlie Brown (who's blissfully ignorant of the fact), but seems to spend most of her time falling asleep in school. How can you wake her up?



Snoopy Best-selling author, World War 1 pilot, '60s college radical and virtually everything else you can name in 30 seconds, Snoopy's hobby is being a dog. Sleeping on top of his doghouse and thus defying sense and indeed gravity (ever tried it?), he is the hero of this game and, indeed, of *Peanuts* generally. Give him some Winalot, someone...

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Letters



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Star letter winners receive three games! All letters win a YS badge.

&$@@& +2As

&$@@& + 2As! *(Steady on now. Ed)* Yes. Believe it or not I'm peeved off with my +2A. It's like this. A couple of weeks ago my cousin's 48K Speccy finally snuffed it, and, being the kind soul that he is, he gave me his games — all old games from the pre +2 period. When I tried these games out some of them worked but were total crap, so I decided to try the non-working ones out on my friend's normal +2. And guess what? They worked, and were PDG. *Cyclone*, *Bombjack* and *Frank Bruno's Boxing* were absolutely brilliant. It's really getting to me that I can't play these games on my own computer. Also the crappy joystick, the SJ51, is useless. It's as stiff as a Skoda's steering and there's no autofire on it. I can't help thinking that I made the worst investment of my life by buying this computer. I'm seriously thinking of feeding it to my neighbours' rottweiler.
Ray Irwin
Co Tyrone, N Ireland

PS The mag is great. It's the only thing keeping me sane at the moment.

What a rascal that Alan Sugar is, eh? The +2A is all his fault, you know — quantity at the expense of quality seems to be his motto. In fact, I think I'll phone him up right now and tell him what, er, you think of him. (Dialling noises.) "Hello, can I speak to Alan Sugar please, I want to give a 'a piece of someone else's mind'." (Long pause.) "Oh. Bye." (Sound of receiver being replaced.) Um, he wasn't in, and I've been told never ever to phone back. Sorry. **Ed.**

HELLO, IS ANYBODY THERE?

Not having seen a copy of your mag in the local newsagent lately (the last one was May 1988) I got to wondering...
1) Are you guys still alive?
2) How do you go about getting a subscription if no-one down here stocks the mag?
3) Do you know of anyone down here that sells Spectrum gear? If you could find some way of getting this material, info, or whatever to me I would be much obliged.
Arthur Wall
Mosman Park, Australia

1) Some say yes, some say no.
2) I'll send you the details.
3) In Australia? You should be so lucky (lucky, lucky, lucky...) **Ed.**
Shut up! **T'zer.**

A POEM...

Your Sinclair is brilliant,
Your Sinclair is ace.
Every time I read it, it puts
A smile on my face.

It helps me with my problems,
It gives me lots of tips,
I especially like to read it
When I'm eating chips.

There's Matt and Marcus and Kat.
There's Duncan and David and Rob.
If you ever stopped publishing
It would make me go sob sob.

It's such a brilliant mag,
It's the ultimate Spectrum tool,
I guess what I'm trying to say is
Your Sinclair is cool!
Ben Morgan
Hemyock, Devon
PS I'm a subscriber. (Hint hint.)

Poems are like buses. I hadn't received any for absolutely ages when suddenly about eight million turned up at the same time. Your first verse is okay, but the second is a bit iffy — couldn't you have thought of something better than 'chips' to rhyme with 'tips'? "I especially like to read it, When I'm eating chips." Crikey. That's terrible. Verse three's a bit crap as well — in fact, it's extremely crap. But then, as if by magic, things pick up again — verse four is as good as verse one. (Mind you, in retrospect, verse one was actually rather useless as well.) I'll give you a C minus. **Ed.**

ANOTHER ONE

There once was a mag called *YS*,
And the world it tried to impress,

DOODLEBUGS



Here comes **Philip Morris,** the black belt doodler from Welshpool, with his variation on one of those famous Ocean beat-'em-ups. Ooyah! Take that! And Philip can take a free game for his efforts! Well done!

Doodle doodle doooooo! And why don't you doodle too? You could be 'quids in' if your doodle appears in... The *YS* Doodlebugs Bit! Hurrah! Send your doings, in black ink only please, to Doodlebugs, *YS*, 14 Rathbone Place, London W1P 1DE.

It hit *SU* for six
('Cos Matt drew the chicks),
Now all agree *YS* is best!

It gives you a Smash Tape each time,
Which is crammed full of games sublime,
Inside there's trills of reviews,
And what's what and also who's who.
With millions of prizes,
Who call them misers,
Ah yes, *YS* is best for you.
Philip Smith
Bridge of Don, Aberdeen

I like your first verse. I like it a lot. It has an element of 'realism' to it that really lights my candle. I was particularly impressed with the fourth line because, well, I am rather 'fetching' really. I'd almost say 'well done', but unfortunately there's the matter of your second verse to take into consideration. It doesn't exactly 'flow', does it? I'm afraid you're going to have to take a D. No, hang on, I think I'll make that a D minus because of the line that goes "Which is crammed full of games sublime". **Ed.**

AND ANOTHER

YS is best,
It beats the rest,
It's as cool
As a freezing swimming pool.
The reviews are very good,
They don't tell you fairy tales like
Miss Riding Hood.
Some bits are a bit novel,
But for the Star Letter I grovel.
Beg, beg, grovel, grovel, praise, grovel, worship,
I'll go into a sulk if you don't.
William Andrews
Wimblington, Cambs

Oh dear. Um, I like the 'free form' bit at the end, where you don't even bother trying to rhyme things, but, er, I'm not exactly 100% sure about the rest of it. Oh, go on, take a B minus for the grovelling bits — but only if you promise never to write a poem again. **Ed.**

WINDMILLS AND TULIPS

Picture this. A low-on-cash student enters a bookshop. He takes his favourite Speccy mag off of the stand and reads the cover. "*Wonderbøy*... complete full price game... *Heroes Of Karn*... double decker issue... Might as well spend my last money on this," he murmers. He battles his way up to the counter and hands 8.25 guilders over to the nice lady. After this he asks her if he can have his tapes. "No," she replies. "Read this line." And there it is, cont. on p24

STAR ★ LETTER

A *NEIGHBOURS* EXPERT WRITES

I've just finished reading a letter in the August issue of *YS* (yes, I know it was out months ago, but I only just got it). It was from Tim the Tasmanian, complaining about the lack of software in Australia. It's a problem here for sure, but complaining about it doesn't help much. Unfortunately, owning a Speccy in Australia is like owning waterskis on Mars.

Being a programmer of sorts, I find it disappointing that the technical content of *YS* has decreased much since the old days of the Spectrum. Doesn't anyone in your office know how to program?

Keeping up the tradition of all aspiring Trainspotters I must point out one of the mistakes in the August issue. I refer to the beach 'fact' telling the tale of the South Aussie sandcastle maker who lost his masterpiece due to a hurricane. So what? What was so special about Norm's efforts after all? Everyone makes sandcastles, don't they? (I once made one that was so big I had to build it in the middle of the desert because there wasn't enough sand at the beach.) Anyway, it was a phenomenal piece of bad luck Norm had with his castle getting wiped out by a hurricane, especially when you consider that Australia doesn't get hurricanes.

Do you want to know what's going on in *Neighbours* over here? *(Yes yes yes. Ed)* Well, as of last Friday, Nick (who you probably don't know yet) *(Yes we do. Ed)* was acting really aggro because he got meningitis due to a skull fracture that nobody knew about. Des went to England (seen him at all?) *(Yes. Ed)* to marry Jane who is looking after her grandmother who has nearly carked it. Gail had triplets but ran away to Tasmania because she claimed that Paul didn't care about anything other than his business. *(But he doesn't. Ed)* This fit of emotion was sparked off by the fact that Rob Lewis (Gail's dad) kicked the proverbial after a car crash which was indirectly due to Paul calling Rob a thief (which he was) *(I can believe that. Ed)*. Henry is also getting married — to Bronwyn. And that's about all I'm going to say about *Neighbours*, due to the fact that it's a pretty pathetic TV show. By the way, Scott and Charlene got the boot ages ago (they 'moved' to Brisbane). *(No they didn't. They 'moved' to England, after signing up with Stock, Aitken and Waterman. Ed)*
C J Gorle
N Rockhampton,
Queensland,
Australia

For someone who thinks Neighbours is so pathetic, you certainly seem to know the current Australian plotline pretty well. So Henry's going to marry Bronwyn, eh? Actually, I'd already guessed he was going to — but I didn't think it would take that long to happen. I thought Henry was a faster mover than that. And Gail has triplets, eh? Well I never. **Ed.**

WONDERFUL WORLD OF SPECCY

Every month we get mail from around the world. And this month we've actually got one from a totally different planet. (Oh, and one from Poland.)

FROM A DIFFERENT PLANET

I was asked my opinion of your magazine from a graphically pleasing point of view a few months ago, to which my response was not too favourable. Having been shown your excessive colour co-ordinations, or should I say combinations, many times since, I feel I must write to express my aversions to your use of background textures.

Fair enough that many of your readers probably like or need bright colours, but even they must feel that the imagery is somewhat oppressive. In issue 42 the primary red dots on the primary yellow background are executed in a rather 'op art' manner and are visually and psychologically very disturbing indeed.
Florence Hughes
Hove, East Sussex

Blimey. I really don't know what to say. Um... 'well done'??? **Ed.**

TWO POLES

I am sorry for taking up your time, but I believe you can listen to me. My name is Marek and I am bonking as an electro-mechanical engineer. I am interested in a lot of things, but one of my interests attracts myself more than the others. It is computer technology. My adventure with computer begins about two year ago, when I visit my friend who bought Commodore 64. Ten first days were terrible. C64 was our meat, air, dreams, days and nights. Over and over. *(Blimey. Ed)* At last we felt ill seriously. *(Not surprised. Ed)* You can imagine yourselves what our wives said about it. As I do not have any computer yet (it's too expensive now for me) I still visit my friend. But now we spend only a few hours at our computer work and computer pastime. We are interested in graphic, music and education programs. Sometimes we are Adventure and Simulation games. We collect materials about news and novelty of computer hardware and software. We enjoy working with C64. It is helping me learn English all the time. (Better later than never.) I hope you do not mind my asking you if you can send me a number of your magazine. It could be very useful for getting information about our computer, his software, equipment and people who loved this computer like we. You have not any guarantee that we will pay for it. We do not promise to subscribe to your magazine either. But we would be happy to get it for free. We hope this does not inconvenience you in any way. If it does please say it to us.
Marek and Richard
Deblinz, Poland

It. **Ed.**
Don't be facetious. **T'zer.**
Sorry. Um, I'll send you an issue — but, frankly, I don't think it'll be much help to you. **Ed.**

Letters

hiding at the bottom — "Smash Tapes only available in the UK." Oh dear…

As you might have guessed by now, that student was me! At home I decided to draw up a plan to undo this great injustice. The plans ranged from kidnapping the Ed (won't work, I'd end up with the Ed and £1,000,000 paid to me to keep him) to bombing Rathbone Place with clogs, with the most sadistic one being making you clogdance for a whole hour. Then it came to my mind that you are all reasonable people (Spectrum owners are per definition reasonable people), and I decided to type you this letter. So stop discriminating Cloglanders (and any other non-Britons), and give us our Smash Tapes back. May the Smash Tapes be with me.

Pascal van den Berg
Delft, Holland

You don't say "stop discriminating Cloglanders", you say "stop discriminating against Cloglanders". Anyway, what's the problem? It's not as if England's a million miles away from Holland, is it? You could easily hop on a boat once a month and buy your copy of YS (with tape attached) over here. And you don't even have to pay for the passage either — you could offer to swab the decks instead. You Cloglanders always make such a song and dance about everything, even when the solution is totally obvious. **Ed.**

KINDLY LEAVE THE STAGE

We thought it was about time to include another of those jokes that seem to have lost something in the translation. And have we got a corker for you this month or what — from **Keikki Kahkola** of Nokia in Finland, (the land where 'pieri' means 'farted'). Can you fathom it? It's probably incredibly hilarious.

Q: *What is Your Sinclair's secret of success?*

A: *The colour and the pictures.*

Q: *What about the contents of the text?*

A: *Olt. I haven't noticed anything like that!*

Maybe the crux of the joke hinges on the word 'olt'. Anyway, now for one from **Lee Smith** of Cardiff…

Q: *What do you get if you cross a pullover with a horror movie?*

A: *Knitwear on Elm Street!*

Oh dear oh dear oh dear. Well, got a crap joke then? Want to win a badge? Then send your gag to Kindly Leave The Stage, YS, 14 Rathbone Place, London W1P 1DE.



TRAINSPOTTER AWARD

WRONG, WRONG, EIGHT TIMES WRONG

I took my time, but I've just spotted a mistake in the December ish (no 48). On pages 14 and 15 you used the word 'octopuses'. The correct term is 'octopie'. I hereby claim a Trainspotter award.

Alex Wright
Rochdale, Lancs

And you hereby make yourself look a pillock in front of 18 squillion people. The plural of octopus is not octopie: it is, as we originally said, octopuses. Octopie is a savoury flan made from eight different ingredients. **Ed.**

That was a useless 'joke'. **T'zer.** *Sorry.* **Ed.**

IT'S DEAD, JIM

I was browsing through the best mag in the world (not *Gardeners Weekly*) when I found a big fat juicy bodge. In issue 48, on page 101, you missed out the Life Expectancy of *Test Drive II*. Although you gave it a bad review, I didn't think it was that bad. I hereby claim my Trainspotter Award. Gis it. Gis it.

Mark Akrigg
Steeton, W Yorks

We didn't miss the Life Expectancy out — it was just that we didn't think the game actually had one. Oh, and regarding Gardeners Weekly, you're wrong again — it IS the best mag in the world. It toppled YS from the top spot three days ago, edging ahead by a hoe and a rake. So, now it's 'Best Mag In The World: Gardeners Weekly' and 'Second Best Mag In The World: Your Sinclair'. We'll be fighting back though. **Ed.**

INHERITANCE

I thought you might be interested to know that I've just 'inherited' every issue of YS from number three to the present day. Now that I've got that bit of 'showing off' out of the way I can write about what I wrote in to write about. *(You what? Ed)*

1) Why doesn't Robin 'Honest Rob' Alway sell some of his Alway-patented Instant Growth Syrup to Jackie Ryan? (I probably won't get my letter printed now.)

2) Who's this Kati Hamza lassie? And why has she got itchy feet?

3) Why are all your, erm, 'boobies' in the magazine?

4) Why is YS such excellent value for money (grovel, slurp)?

Martyn 'The Master' Bader
Wallsend, Tyne and Wear

1) He has sold her some. How else do you think she's managed to attain the grand old height of three feet four and a half inches?
2) She's, erm, Kati Hamza. And she's got a bad case of Athlete's Foot.
3) I've never shown my 'boobies' in the magazine. What are you talking about?
4) Because it's absolutely and totally skill. That's why. **Ed.**

SMALL PRINT

I'm in love with T'zer. Marry me.

Sean Hammond
Guildford, Surrey

Look, just because you're in love with T'zer doesn't mean I'll marry you. Anyway, it's against the law (you perv). **Ed.**

Sorry about the typing (first time!!).

Steve Brown
Gossops Green, Crawley

Sorry reply about the. (Umpteenth millionth time.) **Ed.**

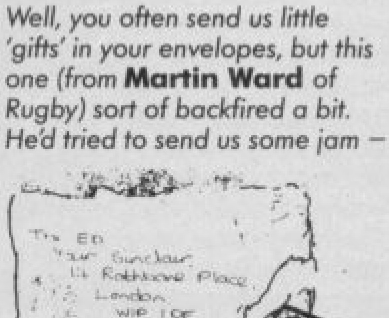
Don't make fun of my surname.

Thomas Element
New Mills, Stockport

As if I'd do something like that — I'll leave it to the other readers. Come on, write in and make fun of his surname. Two badges for the funniest one. **Ed.**

THE JAM BUSTERS

Well, you often send us little 'gifts' in your envelopes, but this one (from **Martin Ward** *of Rugby) sort of backfired a bit. He'd tried to send us some jam —*





but it obviously got totally squished en route. Ho ho ho. We'll send the badge to Z W Ellis instead (The Royal Mail West London District Customer Care Manager). **Ed.**

Er… Madame Pico should have returned from holiday by now, but, rather mysteriously, she hasn't! Erm, so here's another instalment of…

BUD PICO'S



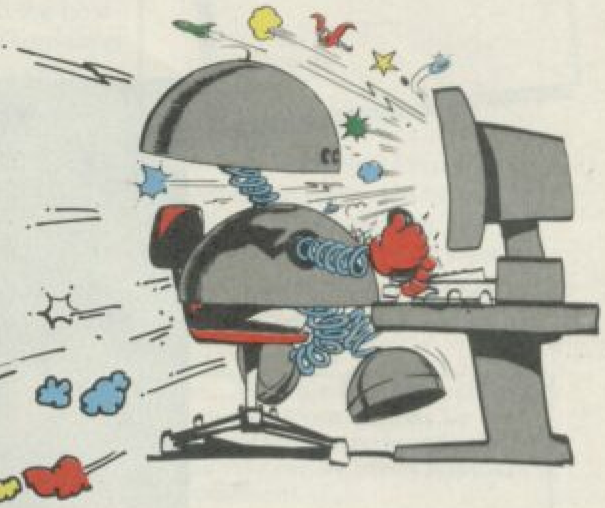
HOW TO DO IT!

Dear How To Do It,
My wife and I live in a very old cottage and we encounter tremendous problems during the winter months. You see, no matter how high we set our thermostat we just don't seem to be able to keep the house warm. Am I correct in assuming that effective insulation would solve this problem? Is it expensive? Please tell me, How To Do It.

Mr A Sutton
Shropshire

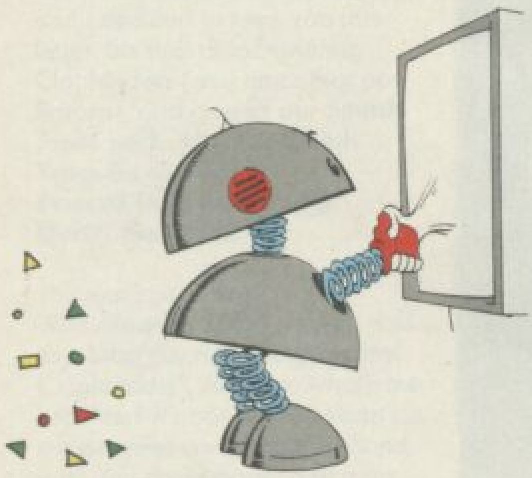
Yes, effective insulation would be a major help to keeping in heat. It would also reduce your bills. Another way to save money would be to use my 'do it yourself insulation tips'. Pop down to your local supermarket and invest in several packets of Kellogs Rice Krispies. Then go into your loft and sprinkle them liberally between the rafters. This is also a good opportunity to see if there are any holes in the roof that need attention. Small holes could be 'stopped' using old pairs of socks — but I recommend placing them in a polythene bag first so as to ensure water resistance. It's also an idea for you to, what we in the trade call, 'lag' your hot water tank. Sellotape two large bin bags together so that they can surround the tank and leave a gap of about one and a half inches all around it. Fill this gap with Kellogs Rice Krispies and hey presto! Your home will be as warm as toast!
Cheers!
Bud.

SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.



Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

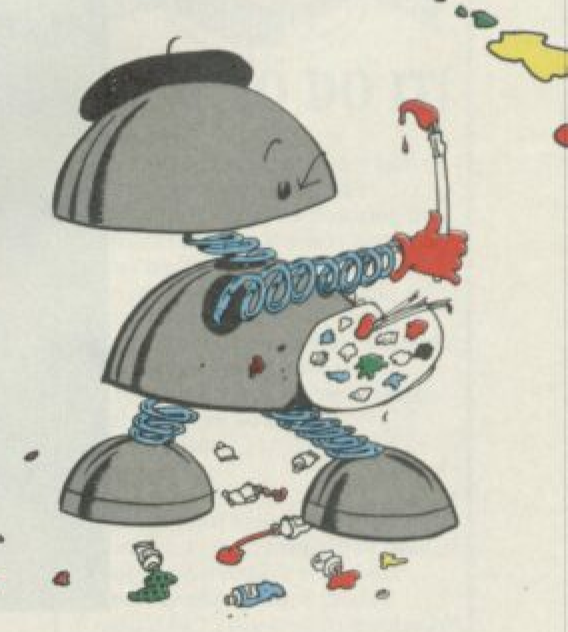
Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

Graphics

See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.

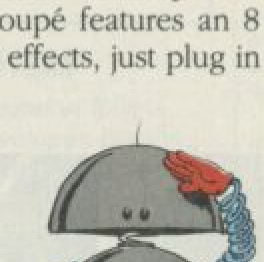




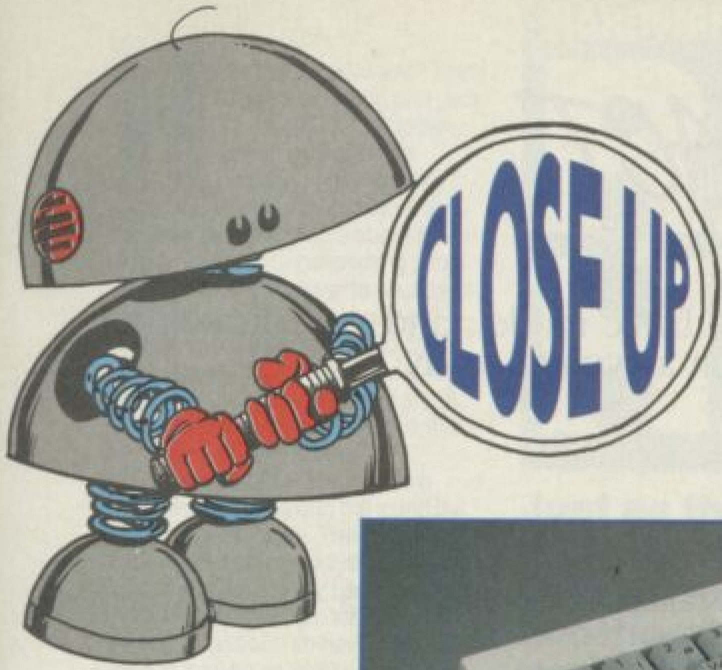
Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



CLOSE UP coupé

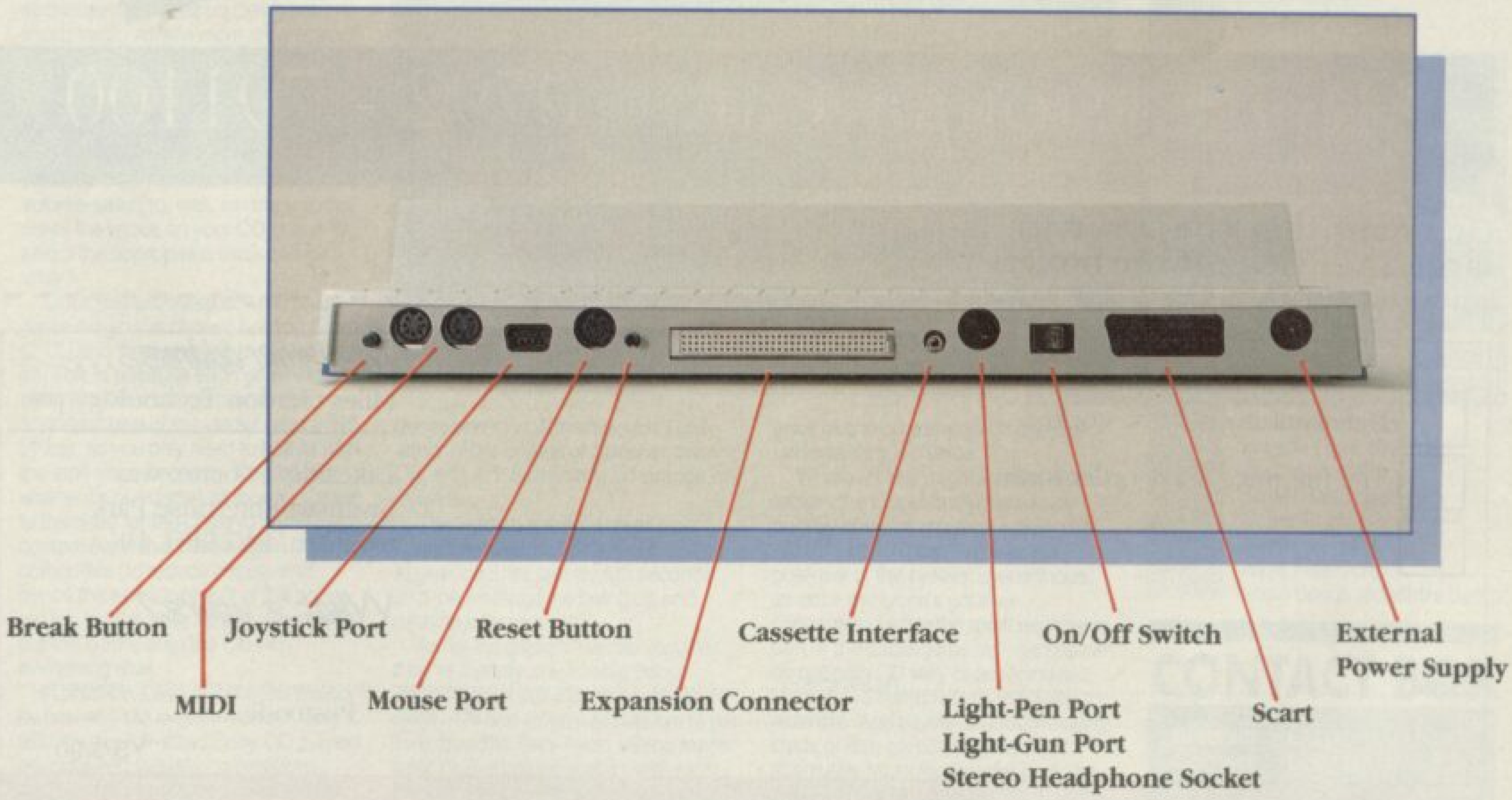


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The Coupé's slot-in disk drive



The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.



A SAM Matter of FACT

The Coupé costs £169.95 (including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

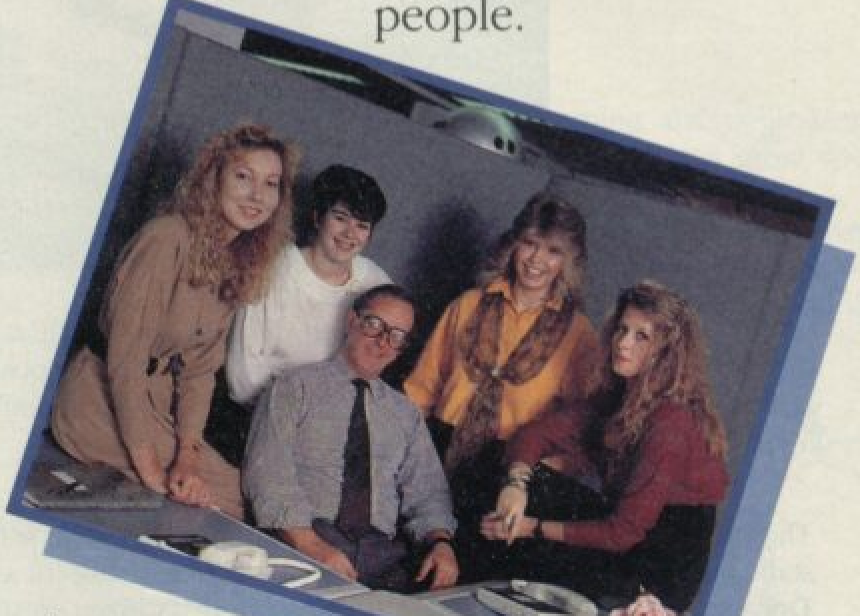
Ask MGT's Customer Care people.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.



The MGT Customer Care Team - and friends.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

- [ ] Details of my nearest stockist
- [ ] The full price list & order form
- [ ] A brochure.

This is our address...

Miles Gordon Technology plc.

Lakeside. Phoenix way
Swansea Enterprise Park
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What's yours?

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.... Postcode....................

YS/3/90

HARDWARE

RAGE HARD!

Just as the SAM Coupé launches itself upon an anticipatory public, heralding a new dawn in Speccy development, so another innovation looks set to make its mark on our playing habits. *Jonathan Davies* reports on the CodeMasters' new CD Game Pack, a simple little system with encouraging potential.

How does this sound? Thirty Codies games in one pack for just 20... Oi! Come back! The kids from Southam have actually come up with rather a neat idea. You may have heard rumours about their triff new method for connecting your ultra-high tech CD player to your even more cutting-edge-of-technology Speccy, thus enabling them to cram literally loads onto one disk. Assuming you haven't, here's what it's all about.

The first thing to make clear is that the Codies' system bears little resemblance to CD-ROMs, which were meant to be taking the world by storm but didn't really. The CD-ROM involves piles of expensive equipment and is really only of any use to boring businesses and things. Instead, Richard, David and co have done the whole thing with an innocent-looking length of wire. One end plugs into your joystick port (either your +2 or +3's built-in one or a Kempston-compatible one plugged into your 48K), and the other goes into the headphone socket of your CD player. Cunningly hidden with this cable is a 1-bit analogue-to-digital convertor which takes the horrible squeaky noise coming from the CD, converts it into much more sensible ones and noughts and then feeds them into the Spectrum.

But then what? This is where the distinctly old-fashioned cassette that comes as part of the deal enters the scene. It contains a little snippet of software which interprets all these ones and noughts (binary digits, to those not in the know) and bungs them into memory, where they take shape and become *Street Gang Football* or whatever.

The games, all 30 of them, are recorded on the CD in much the same way as normal, only masses of times faster. This means that a) they load in astonishingly quickly, in about 40 seconds in most cases, and b) if you were hoping to copy a friend's disc onto tape you'll be disappointed — there's no way your average D90 could handle this kind of speed.

The games are arranged on the disc so that each one fills up one (very short) track. What's more, they're each recorded twice in case the disc gets scratched or something (CDs aren't quite as damage-resistant as they were originally made out to be).

To load up a game you load in the software from tape, use the program's volume-setter to, well, set the volume, press the knobs on your CD player to select the appropriate track and hit 'play'.

Once you get bored of whichever game it is you've chosen holding down Q, U, I and T returns you to the loading bit. This is because each game has been modified to incorporate the important part of the loader (about 150 bytes), so you only need to bother with the tape once per sesh. It's a bit of a shame it's needed at all though. Owing to the need for the cable to be compatible with all three 8-bit computers (to reduce costs), and hence the abandonment of the poor old ear socket, they've been unable to put the loader onto the CD with everything else.

In practice, I was suitably surprised by how well the system works. Using it with my ace full-sized Sony CD player I encountered virtually no problems, and it should work just as well with all known varieties of player (including portables). The only hitch I encountered was that I couldn't get either of the copies of *Snooker* to work. Oh, and *ATV Sim* went a bit strange on Level Six.

The loading speed is most impressive, with a loading screen appearing after around ten seconds and the whole game being up and running in around 40.

As for the games themselves, well they're a pretty predictable bunch. Ranging from cult classics such as the *BMX*, *ATV* and *Rugby Simulators* to the truly dreadful *Twin Turbo VS* (no matter what Dr B might think of it), with most tending towards the latter category, the quality is hardly overwhelming. All the same, getting the whole lot for the price of one crummy 16-bit game is undeniably good value.

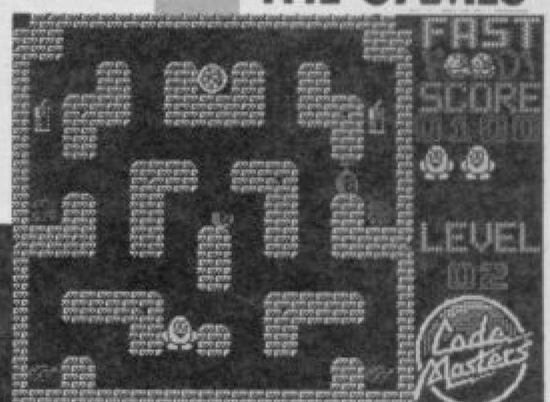
Whatever you might think of them, I reckon the CodeMasters are to be heartily congratulated for coming up with the idea. There — I've said it. The potential of the system is enormous, as once everyone's got their connecting cable (the most expensive part of the package by far), games can be put onto CD very cheaply indeed. Much more cheaply than +3 disks, for example. And as well as just chucking loads of little games together, an absolutely huge multiloader could be written (the total capacity of a Codies CD is meant to be 12 megabytes, or 250 Speccies' full). Instead of winding tapes backwards and forwards all day, all you'd have to do is play various tracks of the disc when prompted. And, of course, Speccy, Amstrad and Commodore (spit) versions of a game can all be put onto the same disc.

Yep, the CodeMasters are onto a winner, no doubt about it. In fact, as I write, demand for the pack is vastly outstripping supply. The only thing I'm not sure about is whether I'd actually recommend you to buy the thing. At the end of the day (if you'll pardon the expression) the games are hardly the most inspiring around. But, fair's fair, they've done a darn good job and the technology could be just the boost the Speccy needs as it comes up to its eighth birthday.



The Codies get posh. Unfortunately, the Sony Discman isn't included in the £19.95 price

THE GAMES



Fast Food
BMX Sim 2
Treasure Island Dizzy
Snooker
Rugby Sim
Jetski Sim
Dizzy
3D Starfighter
Pinball Sim
4 Soccer Sim
Pro Ski Sim
Ghost Hunters
Grand Prix Sim 2
Super Stuntman
BMX Freestyle
ATV Sim
Moto X Sim
Twin Turbo V8
Death Stalker
Bigfoot



Fruit Machine Sim
Arcade Flight Sim
Skateboard Sim
Street Gang Football
Super Robin Hood
Vampire
Ninja Massacre
and a bonus slideshow demo

CONTACT BOX

Product... CD Games Pack
Contact... CodeMasters, PO Box 6, Southam, Warwickshire CV33 0SH
Price... £19.95



BLACK TIGER

US Gold /£9.99 cass/£14.99 disk



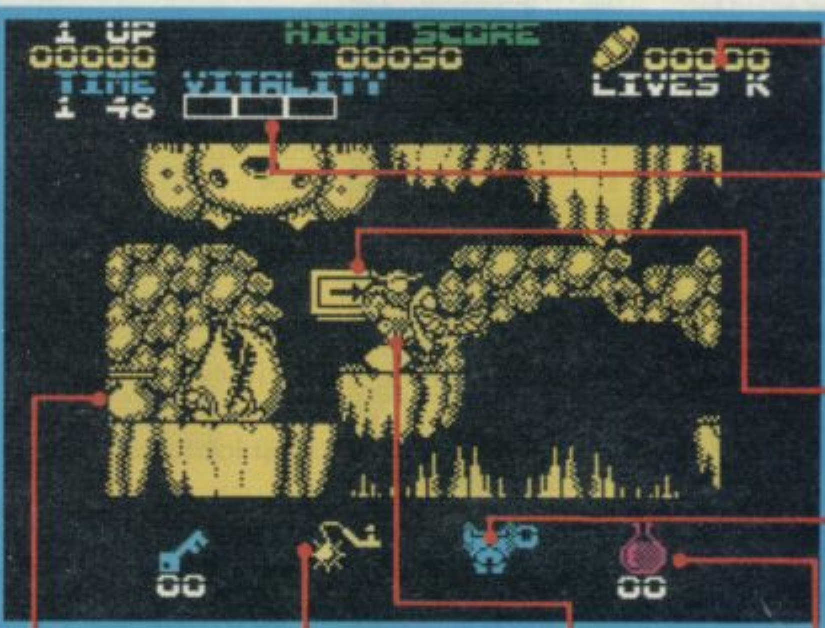
Robert US Gold's deal with Capcom has already brought us some real corker conversions such as *Bionic Commandos, Strider* and *Ghosts 'n' Ghouls*. And here's its latest offering — a nifty little number by the name of *Black Tiger*. "Funny, Johnny Morris never mentioned these on *Animal Magic*!" I hear you say. Yes, well, that's because this has absolutely *nothing* to do with dirty furry felines, does it?

The plot revolves around the well-worn 'save all of humanity' theme. This involves you, Blackie, one very hard monster-mashing dude, setting out to slay a particularly sadistic dragon, who's obviously got nothing better to do than make people's lives a misery. However, before you can confront this fiend, you must thrash your way through six levels of multidirectional scrolling caves, catacombs and fortresses, all seething with dragon-breath's hench-things. Yes, the dragon has hoards of cronies for you to contend with. These vary from the evil-looking, axe-wielding trolls to intimidating killer onions (well, they look like onions to me).

Obviously, all these monions – sorry – minions are going to become a bit overwhelming if they're not put in their place, so it's a good thing that our hero comes equipped with a veritable barrage of weapons to assist him. One jab of the fire button sends a couple of knives slicing through the air, as well as activating your powerful mace. Once activated, this nifty piece of medieval weaponry launches itself rather like a demented yo-yo. Unfortunately, most of the nasties require a couple of whacks before they bite the dust, so if you're the impatient sort you'll have to fork out some dosh to improve your arsenal.

Scattered around the landscapes you'll stumble across vases which, when whacked a couple of times, reveal the ever-important cash, keys or even extra time. (Oh sorry, did I forget to mention that there's a time limit? Well, there is, and if you don't complete each level within the allotted time you lose a life, so keep moving!) Many of the nasties also carry around money which they will kindly leave behind for you to collect once you've smashed their heads in. So, should you find a shopkeeper (they're easy to recognise – they just stand around looking stupid), you can upgrade your weapons and armour, buy some spare keys for the treasure chests and maybe even invest in a bottle of elixir to improve your dwindling energy level. Wizards also put in an appearance, giving information, money and weaponry in return for being freed from the dragon's wicked spell. Just touch them — that should do the trick.

Each level is quite large, so arrows have been provided to point you in the direction of the treasures and the exit respectively. However, this doesn't mean you can get away without mapping the game, since there are some pretty nasty traps awaiting the unprepared adventurer. So hang onto your pen and paper!



This line of zeros represents your bank balance. Yikes!

Oh dear, your vitality meter is right down to nada, zilcho, zero. (*What a great mag! Ed*) Say "Bye-bye", Blackie!

These arrows are here to point you in the right direction... usually.

Your armour is useless right now, you should have stocked up earlier. That'll teach ya!

Vitality potions are pretty handy things when you're at death's door.

This vase could improve that dwindling bank account. Whallop it a couple of times to reveal its contents.

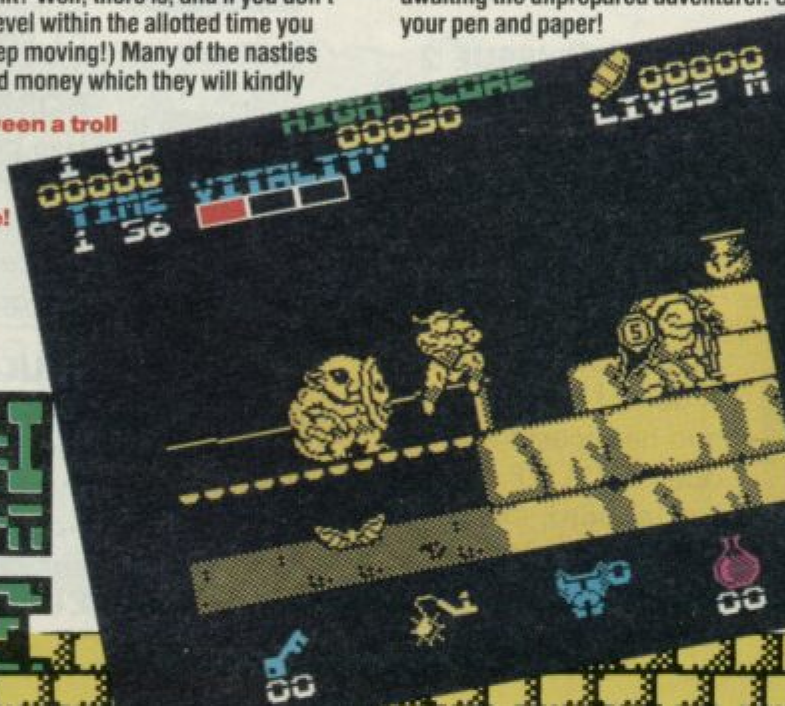
This icon tells you how powerful your weapons are. You'd better not stumble on that dragon.

This is Blackie himself. He seems to be having a spot of bother from a bat and a killer onion right now.

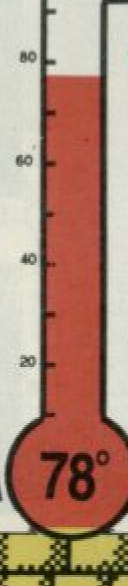
Graphically, besides the lack of colour, (yup, it's monochrome time, folks) the game compares very favourably with the arcade machine itself. It sports some beautifully smooth sprite movement and well-detailed and smooth-scrolling backgrounds. Soundwise, the game is full of the usual spot effects on both the 48K and 128K versions, though the 128K version is also endowed with music.

To begin with, the gameplay didn't really prompt me to enthuse upon its virtues. It does take quite a bit of practice to get used to the persistent attacks of the dragon's chums, but I'd be a liar if I said that it didn't grow on me pretty quickly. Very soon I was having a ball, slicing and dicing quite proficiently. To sum up, *Black Tiger* is a competent conversion – not quite up to the standard of US Gold's best Capcom conversions, but quite palatable nonetheless.





Trapped between a troll and a Yoda look-a-like. What a choice!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	86°	80°

DIAGNOSIS

A good conversion of a slightly weak coin-op. Fans of the original will lap it up.

INSTANT APPEAL 71°

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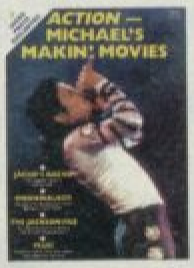
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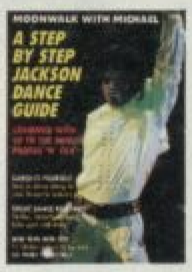
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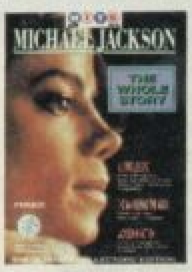
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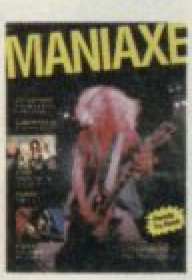
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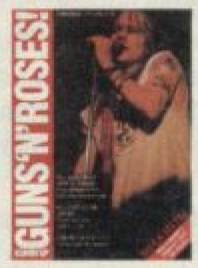
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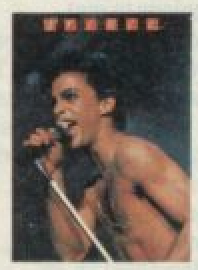
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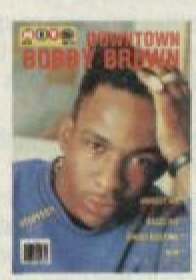
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HINTS 'N' TIPS

YS TIPSHOP



Gadzooks! Look's like Snouty's been topped and no mistake! But who pulled the trigger? Jonathan Davies hasn't the foggiest.

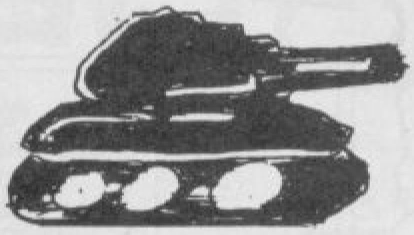
Mmm. 'Who shot Phil South?' Er. . . yes. . . well, don't look at me!! Anyone could've shot him! I mean there's Matt, there's T'zer and that Jackie Ryan's a dab hand in the old firepower department. I mean. . . hang about, what do *you* think, Spec-chums? Why don't you write your suggestions down on a postcard and send them to *Who Shot Phil South* at the usual address? Who knows, you may just earn yourself a Community Action Trust reward!

Well, anyway, back to business, and I've never tried this before, so you'll have to bear with me. I mean, sifting through 8,000 *Pitstop* programs each month is one thing, but 808,000 tips is quite another. Mind you, I'll just have to blow my nose first (flu). Pppphhhsshquooooooooopp! Sniff. Ah, wonderful. Sniff. Mmmmm. . .

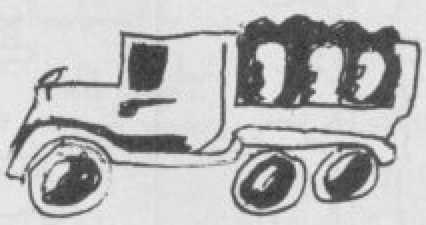
CABAL

Some game, this one, so if you haven't got it already dash out now and grab a copy. Done that? Right, now how about a bit of advice from **Jonathan Hoare** and **Jeremy Scoble**? First, some general tips and piccies from Jonathan (no relation).

- **Don't shoot buildings which you don't need to. You only get ten points and it wastes time.**
- **Ignore bazookas — they fire too slowly and take just as long to blow up a tank as the single-shot repeater.**
- **Machine guns, however, should be grabbed at once as they let you obliterate the enemy in seconds.**
- **Stay in one spot and keep firing until a bullet comes towards you. Only then bother to move away.**



Tanks take 13 shots to destroy. These are very accurate.



Trucks take 17 shots. Wait 'til troops start to climb out, then lob a grenade and you'll get the whole lot together.



Dodge shells — they explode.



Helicopters can largely be ignored. Just make sure you don't stand in front of them.

Lovely. Now here's Jeremy's guided tour of Level One.

LEVEL ONE (I)
Easy. Just move straight to the left-hand side of the screen and fire at the house while taking out the men. Pick up all of the grenades which are dropped. If a machine gun or grenade launcher gets dropped spray the screen to wipe out everything there.

LEVEL ONE (II)
Also easy. Just move to the left of the screen again and fire between the three destructible objects. But remember to keep taking out the men and collecting all possible grenades. Also, when a troop carrier enters the screen wait 'til it reaches the middle and then lob a grenade at it.

LEVEL ONE (III)
Do the same as in the previous level, but watch out for the grenade throwers.

LEVEL ONE (IV)
Again, move to the left of the screen and take out the plane while getting the men as well. Make sure, though, that you keep your eye on the top of the screen. As soon as the helicopters move down, move out of the way. Overall this is the same as (II).

END-OF-LEVEL BADDIE
The Helicopter is fairly easy. Just make sure that you've collected about 30 to 40 grenades, then put your cursor in front of the helicopter and 'grenade away'. Do this and you shouldn't die.

You make it sound so simple, chaps. Have a badge each.

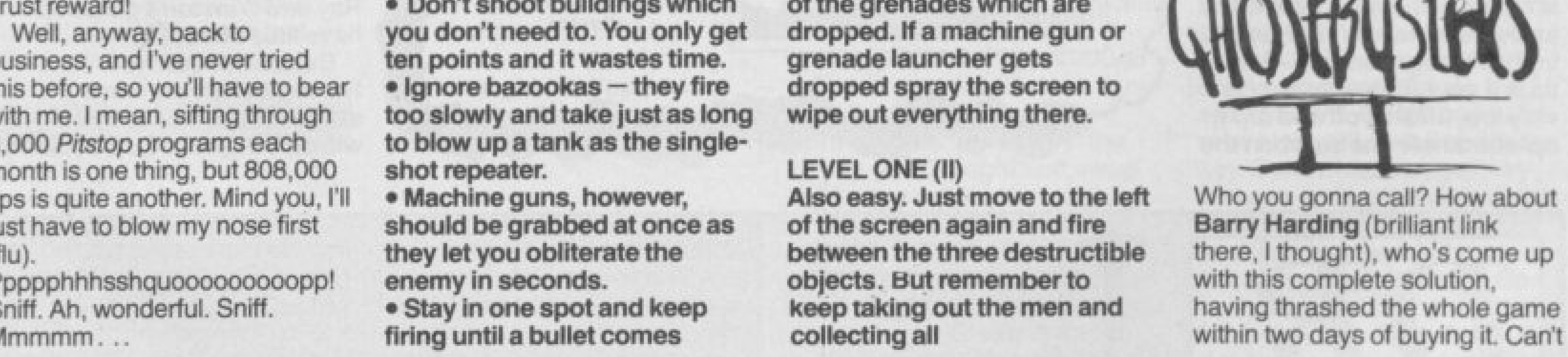
TIP O' THE MONTH

GHOSTBUSTERS II

Who you gonna call? How about **Barry Harding** (brilliant link there, I thought), who's come up with this complete solution, having thrashed the whole game within two days of buying it. Can't

NOMAD

A nifty little map here for *NOMAD*, that spanky *YS* Smash Tape game, courtesy of **Mark Cohen.** Soopa! Mark also suggests the following tips — where there's no arrow there's no gravity, push the switches to the right and remember that rotating monsters don't appear immediately (so wait).



be too difficult then.

Oi! Bloomin' cheek! Anyway, here goes...

LEVEL ONE — Van Horne
It's important that you don't swing too far left or right, or you might get grabbed by the hands or the goolies. You will have to collect all three parts of the scoop. They're placed on ledges, so you will have to be careful when collecting them. If your courage is waning you'll need to collect the bottles of elixir — they look like skittles. Also, hanging on the sides are extra ammunition for the proton beam, bombs and shields. Proton beam top-ups look like Coke cans.

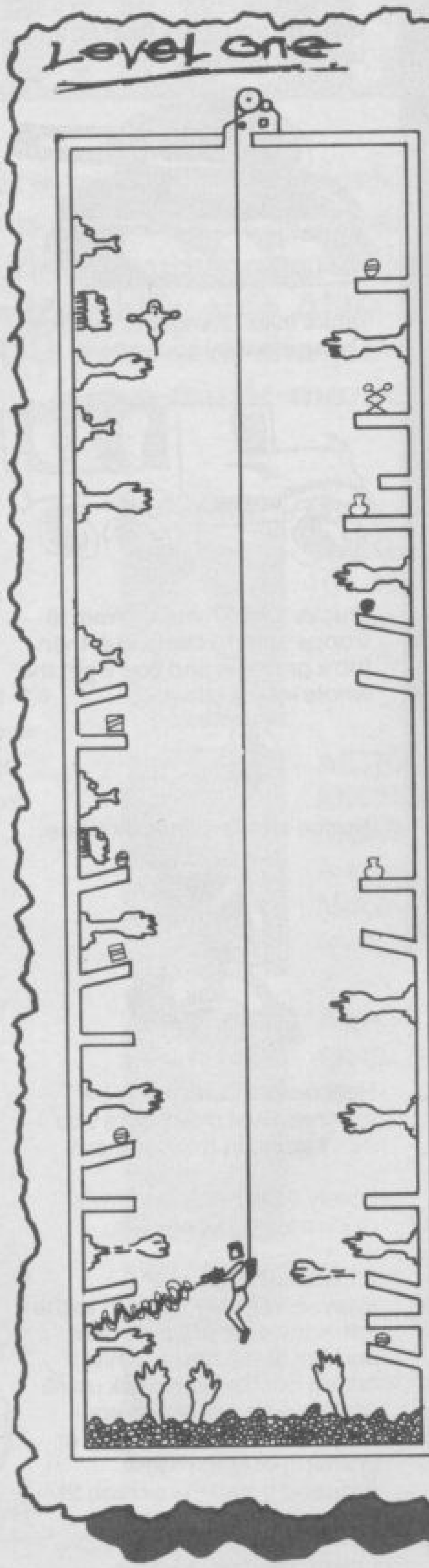
A major problem at first is the ghosts which attempt to saw through the cable, so you must use either a proton bomb fired upwards or fire the proton beam upwards.

When you eventually reach the bottom of the pit you should activate a bomb and the shield. You need the shield because the scoop will not automatically take up slime, therefore your shield protects your botty from the hands that reach upwards, although if you want to know how Sooty feels then ignore the shield.

Ahem. I'll do the jokes, thankyouverymuch. Carry on.

LEVEL TWO — Broadway
When you start this level always move your fireball to the middle of the screen, as later on waves will split up and move for the head and foot of the statue. You should always keep an eye on the men collecting slime, as whenever the statue is hit the slime goes down. The same thing happens when your fireball is regenerated. A useful tip is if your fireball energy is very low, finish it off and top it up with a new one so when the next wave arrives you'll have a full fireball.

When you eventually reach the end of this level you'll be faced by four large guardians, so it's important to keep firing and intercepting the guardians' shots with your fireball. When destroyed, you'll be prompted to load up the final level.



GHOST BUSTERS II

Steven Sawyer's certainly come up trumps with this mapette of Level One. A mighty effort, Steven, and well worthy of a glistening Tippy badge. Marvellous!

KEY

- **Spitting mouth**
- **Normal ghost (disappears when hit)**
- **Bomb**
- **Ledge**
- **Ghost drains energy and does not disappear**
- **Clamping mouth**
- **Grabbing hand**
- **Part of slime collector**
- **Bottle of elixir**
- **Shield**
- **Energy for proton beam**
- **Part of slime collector**
- **Part of slime collector**

LEVEL THREE — The Museum
Pay attention to what it says on the loading screen to this level — namely that anybody will do for Vigo, but not necessarily baby Oscar.

The level starts when you abseil your four ghostbusters into the museum. Although you have to lower them gently it's best for you to kill Winston. When all the ghostbusters have entered the museum you must take one of them to the screen on the right. There's an altar in this screen containing baby Oscar. Walk up to the altar and press fire to pick him up and then transfer him to the dead Winston so he's no longer in any danger.

With baby Oscar safely out of the way you can destroy Jonosz simply by firing at him with the proton beams or the proton gun. Vigo will then come out of the picture. To destroy him you must select Peter and Egon because they will both have proton beams. Position either of them in front of Vigo and fire the beams — these will stun him. While you're doing this, select the other, move him to one side of Vigo and fire. Vigo will now be trapped in the beams and his energy will go down rapidly until he is destroyed. (Important — you must use proton beams for this because Ray and Winston's guns will have little effect.)

But it's not over yet! Remember on the loading screen it said 'anybody will do'? Vigo will now come



Got a problem? See a specialist!

Thank you very much, nurse — and make sure you straighten your hat on the way out. We don't want the patients getting any ideas. Send in the next one please.

CONTACT SAM CRUISE

We must have done virtually the whole game in these columns over the past couple of years, and at the moment it's Cathryn Lewis who's stuck — with a hook, which she doesn't know what to do with. Enter resident brainbox **Andy Harris**, picking up his monthly badge with this piece of advice: "Once you have the grappling hook, go to the top right-hand corner of the building next to the fire escape, face right and press C to throw the hook." Very straightforward — thanks, And.

INFILTRATOR

Interesting letter from **Derek Stuart**, who knows the answer to Richard Gutz Crossman's query about this ve-e-ery old game. "How do you get to the base?" asked the Gutz. "Well," ponders Derek, sagely, "you have to keep the arrow at North if you can. The arrow should then flash (fnar) and spin round and you should put on your whisper mode. Then all you have to do is land." **Anthony 'The Goat' Whitaker** also has some advice. "Don't engage in fights if possible. Don't fly too high either. Use turbos when necessary, and set the ADF to 72.8, so you can see the base on the map."

NIGEL MANSELL'S GRAND PRIX

Success at last! Mark Young's — and, as it seems, everybody else's — problems qualifying for the Spanish Grand Prix may yet be solved, thanks to **Mark Sheldrake** and his 'system'. This involves noting which corners are where and working out how fast you can go around each one. He first defines four speeds.

- Speed One — Slow down quite a lot and change down a gear from top.
- Speed Two — Either slow down to 9,000 rpm or drop down a gear.
- Speed Three — Slow down to between 10,000 and 11,000 rpm.
- Speed Four — Do not slow down. Take the corners as fast as possible.

"I assure you," he goes on, "it becomes clearer when put into practice." (Let's hope so.) "So, when qualifying, take the first lap steadily in 'one boost' and as you come to the final corner whack into 'four boost' and cling on for dear life.

"For the Spanish Grand Prix, then, take the corners (in order) at these speeds — R3, R2, L4, L3, R4, R4, L4, R4, R2-3, L4, L3, R3, R4, R4, R4, L2."

Clever idea, Mark — and please do send me those other "corner orders". I'm sure Clinicians would benefit from them!

THREE WEEKS IN PARADISE

James Golbey (who, judging by his

XENOPHOBE

I had to sift through a couple of back issues to get the low-down on this one, as it didn't ring any immediate bells. It turned out to be MicroProse's first venture into the fun-filled world of coin-op conversions, and ideal for a bit of tipping. So, **John Cooper**, whadavyagot?

Well, here's a quick run-down on some of the useful (and not so useful) artifacts to be found lying around.



back as the dead ghostbuster and may kill the others. To finally destroy Vigo you'll have to force him back into the picture. To do this, remember that he'll follow any ghostbuster who attacks him, so you must use a proton beam again. The proton guns used by Ray and Winston will only stun him on the spot.

To complete the game you must stand inbetween the picture and the altar and lure him to you. Do not move. When he's standing directly in front of you fire your proton beam. The beam will push him backwards on to the picture and his energy will go down until you're told how he turns to slime.

Oh, and by the way, it doesn't matter if your characters with the proton packs are dead. Simply go to the weapon selection screen and swop them to the live characters.

Well, that all seems fairly comprehensive to me. Many thanks, Barry. I'll see to it that you're suitably rewarded.

STORMLORD

It suddenly struck me the other day that we still haven't printed a complete solution to *Stormlord*, the fab Hewson game with naked fairies and stuff in it. What a stroke of luck, therefore, when **Jon George** announced...

I just thought I'd drop you a line with a complete solution to *Stormlord*. Here we go...

LEVEL ONE

Go left and collect the key. Go right, past the worms, open the door and use the first spring board. Get the fairy. Use the springboard. Get the brolly and use the second visible springboard. Go right through rain and dragons. Get the fairy, go left and use the springboard. Go left. Get the honey pot. Go right and swop the honey pot for the keys, diverting the swarm of bees. Get fairy from chamber. Go right, through the eggs. Open the chamber door, get fairy, use springboard. Go right. Get honey pot. Go left and swop honey pot for brolly, diverting bees. Get the key and go right. Ignore the first door and open the second. Get fairy.

LEVEL TWO

Go left and get the key. Go right, through pawns, and open chamber. Get fairy. Go right through second pawns. Get shoes. Go left. Use first visible springboard. Go left. Jump over high wall. Go left. Swop shoes for brolly. Use springboard and get the fairy under the rain. Go right through dragons and disintegrate the platform that the key is on. Get key. Go left, open the door and use the springboard. Get the fairy, go right and use the springboard. Go right, through eggs and flies, to get honey pot. Go left as far as possible and swop honey pot for key. Get fairy. Go right, open chamber door and get the shoes. Go left, jump on to the high ledge and get the fairy. Use the springboard while pressing right to avoid fly-trap. Get fairy.

LEVEL THREE

Go left through knights and get key. Go right through knights and use springboard while pressing right. Open door and get fairy. Drop down and go right, through knights. Get shoes, go back and use springboard. Go left and jump over high wall. Swop shoes for key. Open chamber, get fairy and use springboard. Go left a bit, collapse chamber roof by standing on it and get the fairy. Get key, go right through flies and open chamber door. Get fairy, go left and get shoes. Go right and get fairy in high chamber. Use springboard, get fairy, use springboard and get honey pot. Go right through dragons and divert swarm. Get fairy.

LEVEL FOUR

Go left past eggs to springboard. Jump over springboards and jump on to platform with key. It will disintegrate. Get key. Jump the springboard and disintegrate second platform. Go left to chamber, open door and get fairy. Go right and use first springboard. Go left to chamber and jump on roof. It will disintegrate. Get key. Go left to large chamber. Jump on

comments on my work, has impeccable taste) can help James Williamson, who could solve only 66% of this classic Mikro-Gen arcade adventure and was also unable to sharpen the axe. Or, at least, he thinks he can.

"I don't know how far through it he is, so let's start from after the native has been shot. Go to the well, down to the bottom, stand in the middle and press the action key. You should now have an empty bottle. Climb the well by going to the right side and keep the action key pressed. Now get the corkscrew and go to the crocodile. Use the handbag to transport the items one by one past the crocodile. Stand over the coconut with both objects and push the action key. Now go with the bottle and the blunt axe to the screen with the square wheeled car, pass the front wheel, press the action key, and Bob's your uncle (unless of course he isn't)." James goes on to remind me of the game's cheat mode – type in S,S,D,P and infinite lives are yours. Thanks very much – makes me feel like digging out my copy of it all over again...

HAYLP!

A quick haylp or two just to keep the worms biting, or indeed the giant man-eating pterodactyls.

Paul Cheeseman: "In *Glider Rider*, does anyone know what the external reactors are, and where they are? And how do you disable the lasers?"

Michael Brown: "I have *Jaws* on the Spectrum, but no matter how hard I try I cannot find any pieces of the gun. Can you help?"

I'd go and make a cup of tea if I were you. But if you can help him, or any other Clinicians in distress (or you have your very own gamesnag that's causing you sleepless weeks), write this minute to Dr B's Clinic, *YS*, 14 Rathbone Place, London W1P 1DE.

to first ledge and disintegrate it. Disintegrate the next platform, get the fairy and use the springboard. Go left past knights to fairy, free fairy, collect brolly and use springboard. Go right past pawns and get fairy. Go left and use board. Go left and get honey pot. Go right and use springboard. Swop pot for key. Get fairy. Use board and go right all the way as far as you can, collecting shoes on the way. Jump onto platform with fairy, disintegrate the platform and get the fairy.

Crikey, quite an epic read in itself there. Thanks, sport!

CHUCK YEAGER'S ADVANCED FLIGHT TRAINER

This is one of those 'timeless' games, so I need make no excuses for printing a few somewhat belated tips. Besides, **Steven Calvert**, who sent them in, enclosed a rather tasty cornflake so I'll do anything he says. Go ahead, Stevie.

Okay, try these for size —

- **If you have problems finding the main airport, switch on your HUD. There will be a plus sign over the control tower.**
- **Don't bother trying to get the X-3 out of a spin — it's impossible.**
- **If you're about to fly into a building, change to control tower or satellite view (satellite's best) and you'll fly magically through the obstacle. You can, however, still hit the ground.**
- **You can land any plane on grass.**
- **You can go as fast as you like on the ground (such as Mach 2.7 in the SR-71) but don't try turning!**
- **Take lessons — these will improve your flying.**
- **Landing is easy. Doing it safely is harder.**
- **Don't turn sharply at very high speeds or your wings will go missing.**
- **You can still fly when you black out. You just can't see where you're going.**
- **If your flaps jam select one of the 40 miles relocation options and they'll unjam.**
- **Finally, if you fly upside down in most props your fuel will cut out.**

Well, what can I say? How about "Thanks" and "Have a badge"?

PRACTICAL POKES

Hurrah! Hurray! And squeak! Hello, I'm David McCandless.

It's a mad, mad world. No sooner had I given up on hacking as a (bowel) movement in the Spec world than what happens? Swamped, deluged, tidal waved, and generally tsunamied with the damn things. The indomitable **Axxman** from Freestyle-blah blah has swooped again, leaving a few hexadecimal 'guanos' in his wake. As well as him, we have the combined shiny foreheads of **Les Hommes de Tefal**, regular as the tides. Take it away, guys...

MOVING TARGET

The Tefals' program this month is one for *Moving Target*, supplying you with infinite lives, bombs, keys, whatever. Simply tap in the listing, save it to tape, rewind your game tape, and run it immediately.

```
10 CLEAR 32767
20 LOAD ""CODE 65024
30 POKE 65214,114: POKE 65215,33
40 FOR f=23296 TO 1e9: READ a
50 IF a=999 THEN RANDOMIZE USR 65024
60 POKE f,a: NEXT f
70 DATA 62,201,50,4,197: REM lives
80 DATA 175,50,113,191: REM ammo
90 DATA 175,50,9,221: REM keys
100 DATA 195,148,164,999
110 RANDOMIZE USR 65024
```

AXXMAN

Here are a few hacks for a few games in the form of a multihack. Whenever I print a multihack about 700 people from Aylesbury always write in chorusing, "How do you work it?" Here's an idiot's guide.

1) Type in the main listing exactly as you see it. The main listing is the chunk of BASIC which is not labelled with a game name.

2) Now type in the data lines for the game you wish to have POKEd. NB It is a good idea to actually be in possession of the aforesaid game.

3) Save the entire program to tape, insert a rewind game tape, and type RUN (Enter).

```
10 FOR f=16384 TO 16447: READ a
20 IF a=999 THEN GO TO 40
30 POKE f,a: NEXT f
40 FOR f=f TO 1e9: READ a
50 IF a=999 THEN RANDOMIZE USR 16384
60 POKE f,a: NEXT f
70 DATA 221,33,203,92,17,30,15,62
80 DATA 255,55,205,86,5,48,241
90 DATA 33,149,98,54,195,35,54
100 DATA 30,35,54,64,49,224
110 DATA 92,201,33,138,11,34,145
120 DATA 130,62,201,50,187,128,201
130 DATA 42,64,64,237,91,65,64,1
140 DATA 0,1,89,115,35,114,33,67
150 DATA 64,237,176,195,161,130
160 REM add data lines here!
```

BATMAN

```
160 DATA 216,130,200,33,144,98,17
170 DATA 0,64,1,25,0,54,195,35,115
180 DATA 35,114,33,23,200,237,176
190 DATA 195,0,129,205,34,240,175
200 DATA 50,51,211,50,180,213,62
210 DATA 201,50,53,214,62,195,50
220 DATA 191,213,201,999
```

CABAL

```
160 DATA 215,130,236,175,50,47,143
170 DATA 50,71,158,195,128,119,999
```

CHASE HQ

```
160 DATA 241,130,190,62,201,50,223
170 DATA 128,195,0,91,999
```

MULTIFACE CORNER

The mammoth bulk of mail for this section (two letters) has caused the resurrection of this section. Long may it live. The contributors are **Robert Huseford, Matthew Fichett** and **Andy Ryals**.

GAME	POKE	EFFECT
BATMAN	24345,0	time
CABAL	34822,24	immunity
	39202,201	smart bomb
	39217,201: 39245,201	no baddies
CHASE HQ	39998,166	credits
	41520,1	end level
LAST CRUSADE	37370,0	invisible
	38014,0	no first baddy
	38680,0	whips
	35179,0	ESP
	35756,0	slow baddies
	35179,0	mega-jumps
	38129,0	fast punches
	38137,0: 38141,0	infinite whips
	42389,0	lives

HARD DRIVIN'

I thought my 895cc Polo was pretty hot until I played this. Now I go everywhere on my Speccy. It's more economical too. In case you still haven't got to grips with your Testie however, here's some advice from somebody I'll call **Brian**, as he's forgotten to bung his name in. He lives in Castleford though, so we'll have to make allowances. Off you go then, Bri.

Sorry about that. Tell you what, if I send you my real name, can I have a badge?

Yeah, okay. Now about these tips...

Always choose a manual car, because it comes in useful when you're trying to stop accelerating.

- **First gear — 40 mph/top rpm.**
- **Second gear — 70 mph/top rpm.**
- **Third gear — 100-110 mph/top rpm.**
- **Fourth gear — not used!**

STUNT TRACK

Take the first dip in first gear. When approaching the jump centre the steering by pressing Space. When going up the ramp, do it in first and then, at the last moment before taking off, whack it into second. Take the loop in second and the next dip in first. When approaching the banked turn, knock it up into third and then give it full left lock (before you get to the turn).

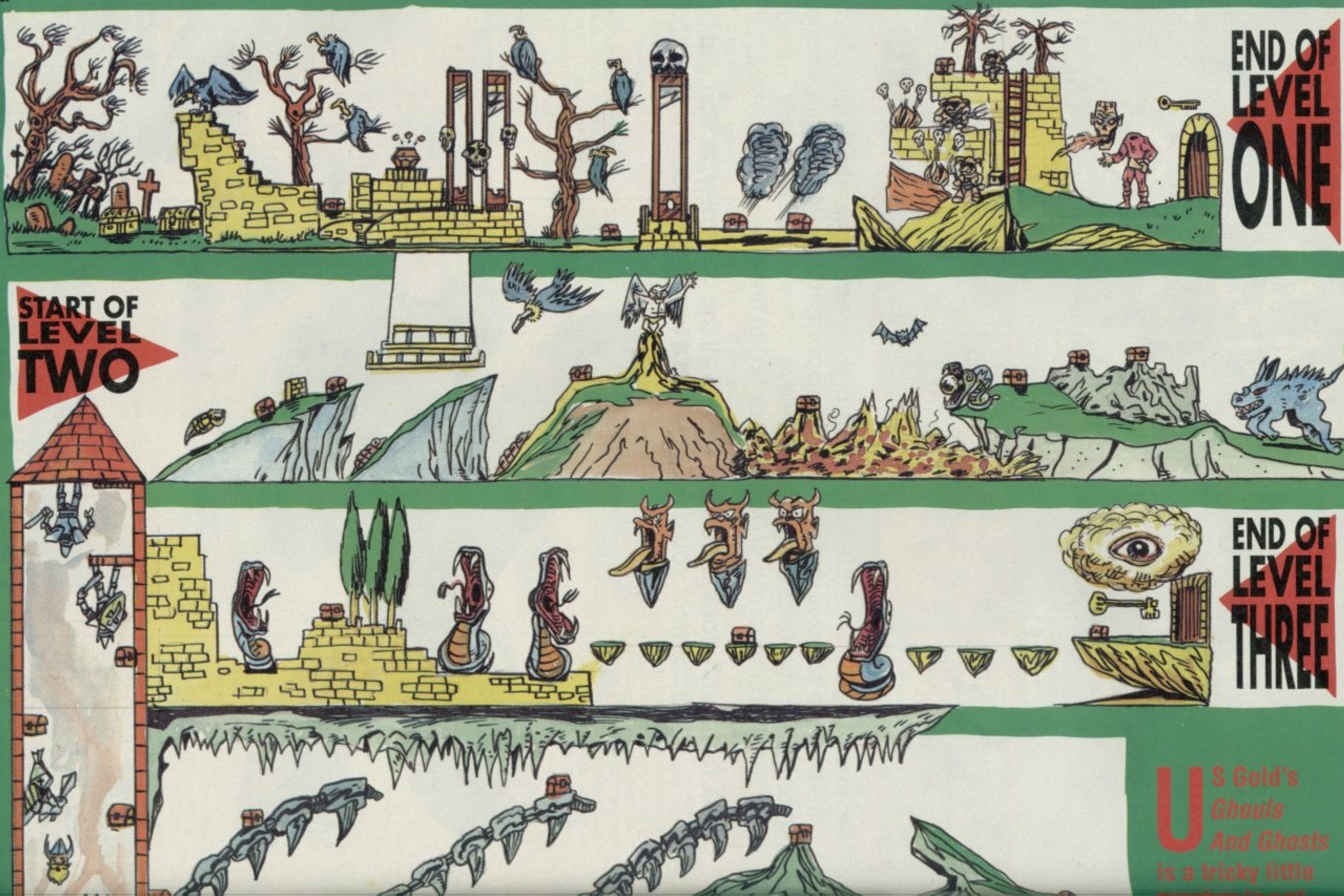
SPEED TRACK

Just go as fast as you can, but try to a) stay on the road and b) keep out of the other traffic's way.

Invaluable advice there I'm sure, Brian. It was certainly drivin' me up the wall!! (*Yawn. Ed*)

Aaah-CHOO!

Yuk. Sniff. There were hundreds more tips to get through, but unfortunately they've just been, er, slimed. Oh well, hopefully by next month I'll have peeled the majority of them off my desk to make way for a new lot. So wrap your tips, hints, maps and Tunes up warm (not forgetting those sleuthsome Snout suggestions) and send them to me at *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Any that get printed will win a truly wonderful 'I've Got Big Tips' badge.

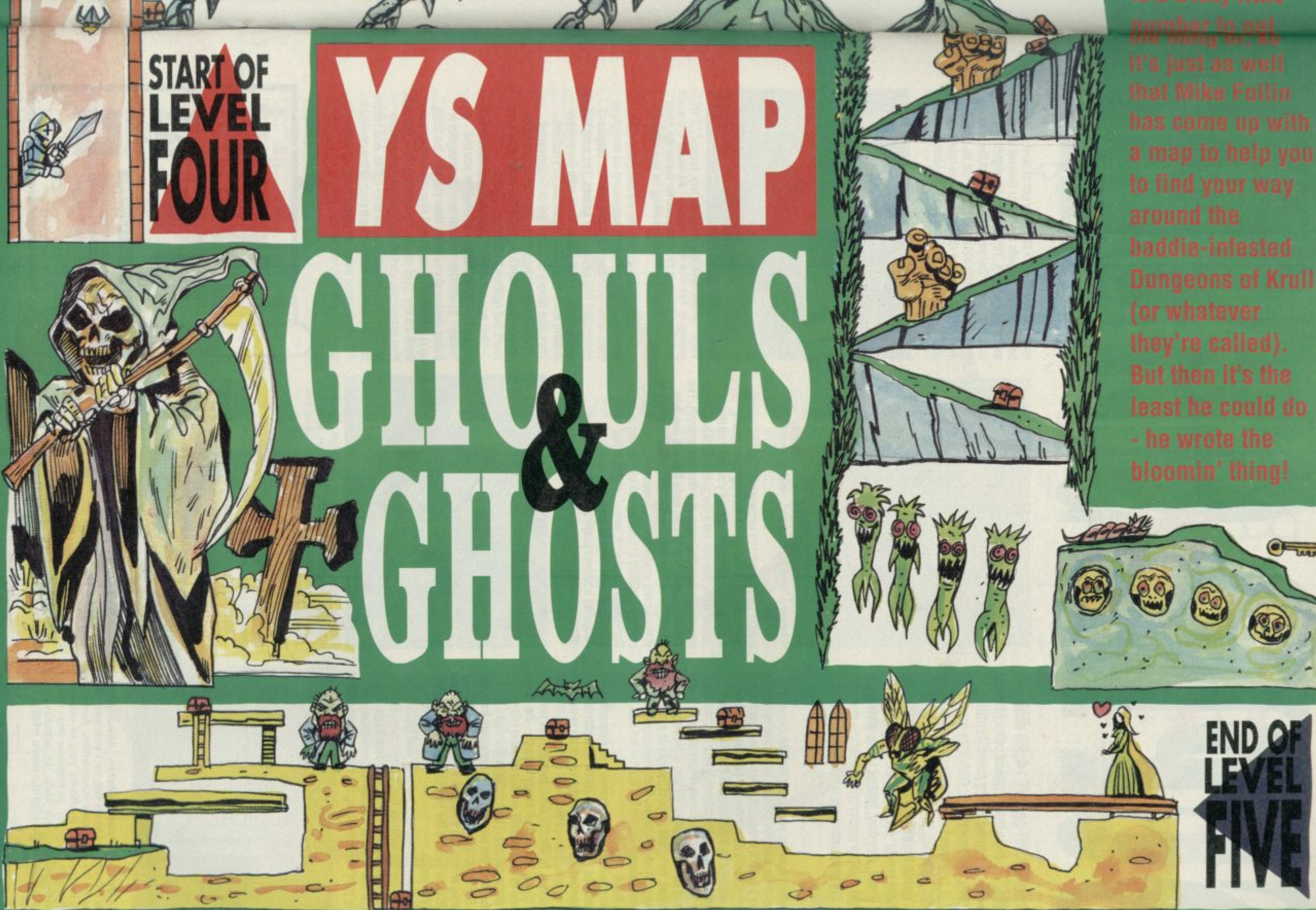


US Gold's *Ghouls And Ghosts* is a tricky little

YS MAP

GHOULS & GHOSTS

number to get the hang of, so it's just as well that Mike Follin has come up with a map to help you to find your way around the baddie-infested Dungeons of Krull (or whatever they're called). But then it's the least he could do - he wrote the bloomin' thing!



Gazza's SUPER SOCCER

Empire/£9.99 cass/£14.99 disk

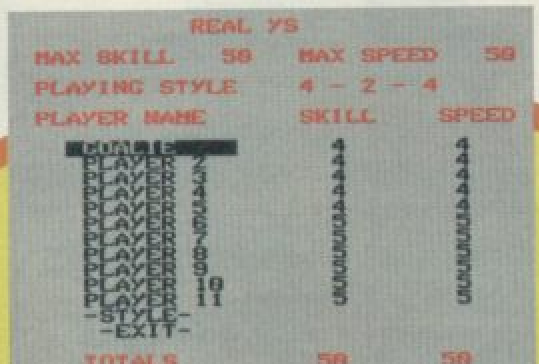


Jonathan I guess coincidences can be pretty coincidental sometimes. Only this morning I was feeling completely soccer-starved. I was longing for a good, solid footie game to review. There's nothing quite like them really. All those, er, footballs and stuff. Great. Anyway, just as I was giving up all hope, *Gazza* materialised before my eyes. My response was audible in the next building.

Described on the packaging as "The Country's most exciting computer game, endorsed by the country's (with a small C this time) most exciting player", *Gazza's Super Soccer* has got somebody who's apparently addressed as Paul Gascoigne plastered all over it. Presumably he's the "exciting player" alluded to previously. There are also loads of pics of chunky-thighed players embracing each other, so in that respect things are pretty traditional. And, of course, Gazza's autograph is scrawled casually across the front of the box. The scene is set.

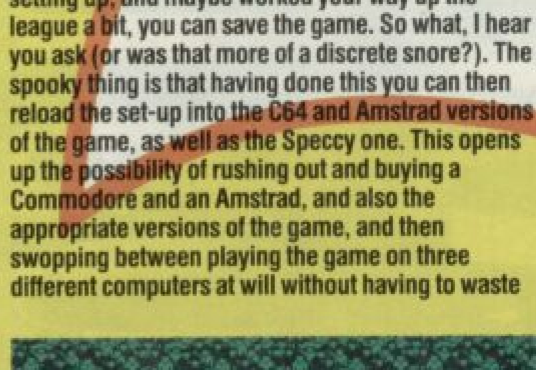
At this point in a footie review one normally mentions the game's overwhelming similarities to all its contemporaries, and then goes on to describe all the unique features that set it apart from the rest of the crowd. In *Gazza's* case, though, this could be a little tricky. The first bit's easy enough – the game is indeed extraordinarily similar to every other footie game around. The trouble is that there isn't an awful lot in the way of radical departure from the norm. Deftly dodging this crushing blow to my reviewing credibility, however, I'll bounce back and attempt to overcome the problems that this lack of originality poses.

Before you can get stuck in and 'kick leather' (or whatever the hip term for footie playing is), there's the usual lengthy setting-up procedure to go through. You know, arranging league tables, naming your team, defining the controls and all that

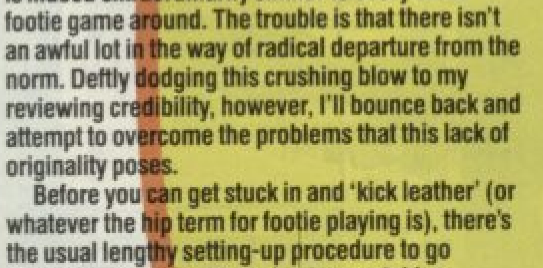


A bit of pre-match hassle, involving you having to choose the names of your players. I've opted for the convenient 'Goalie' and 'Players Two to Eleven'. Nifty, huh?

kind of thing. And d'ya know what, I've just found something to write about. Having done all this setting up, and maybe worked your way up the league a bit, you can save the game. So what, I hear you ask (or was that more of a discrete snore?). The spooky thing is that having done this you can then reload the set-up into the C64 and Amstrad versions of the game, as well as the Speccy one. This opens up the possibility of rushing out and buying a Commodore and an Amstrad, and also the appropriate versions of the game, and then swopping between playing the game on three different computers at will without having to waste



Player Nine slouches up to the ball, gazing into the middle distance. It's been said that the kick-off can decide the outcome of the whole match. Actually it hasn't. I just made that up.

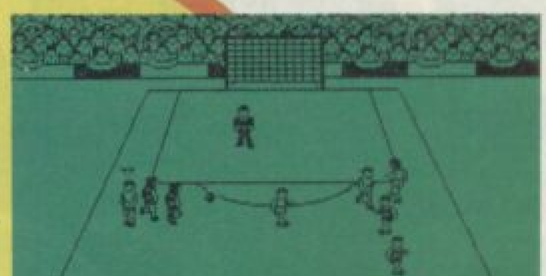


This is Gazza's Boot-O-Meter. Although it doesn't carry a TM as far as I can see, it claims to be a unique innovation. According to the instructions it allows you to control the strength, 'heigth' (whatever that may be) and spin on your kick. In practice, things prove to be slightly more tricky.

time setting up your teams all over again. A splendid idea if ever I heard one.

So once you've managed all this you can proceed to the game proper. Initially you're presented with a side-on view of the pitch. Boring, eh? Fear not, though, for as soon as the ball begins to disappear off the side of the screen the whole thing waggles through 90° (or even 270°). Having taken a few steps backwards, disentangled yourself from the power supply lead and pacified the cat, you'll find yourself staring into whichever goal-mouth you were heading for. While this makes aiming at the goal and stuff a lot easier, it doesn't half throw your sense of direction.

As usual, you control one player at a time, and the others scuttle around trying to make themselves useful. If you haven't currently got control of the ball, pressing fire puts the player nearest to the ball under your control. This takes a bit of getting used to, but it means that you don't find that the control flips unexpectedly between players as in, say, *Match Day*. The only exception to this rule is the goalie, who is toggled between by pressing Enter.



With Luton one nil ahead (my team!), I'm going in for the kill again. At least I would be, but Player Five seems to have spotted something more interesting in the stands.

Graphically things are merely acceptable. It's usually fairly clear what's happening on screen, as there aren't too many of those horrible tangles of sprites that you get in other games. The snag is that sprite movement is hardly slick, with the players jerking about in a rather unsatisfactory fashion. They also have a curious habit of disappearing altogether when they stray near the edge of the screen. And sound? Basically the usual peeps and roars, but nothing to complain about.

Your appreciation of *Gazza's Super Soccer* will depend on three things – a) whether you like football, b) whether you can face the prospect of Gazza leering at you every time you pick the thing up (I don't think I could) and c) erm, whether you think it's any good or not. Personally I thought it was kind of okayish, sort of, certainly not completely brilliant but then not entirely crap either. And I don't think I can make things much clearer than that. On the whole, good news for Gazza fans and tragically forgettable for the rest of us.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
61°	65°	57°	70°

DIAGNOSIS

A fairly sound footie sim with the dubious benefit of Gazza's seal of approval.

64°

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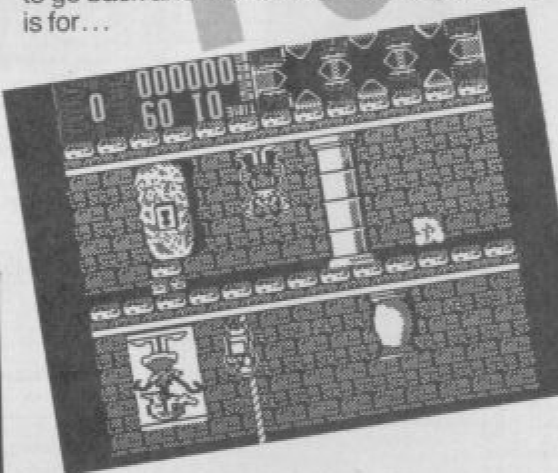
YS M/90

Cheaper than a speeding bullet. Leaps small molehills in a single bound. Is it a bird? Is it a small piece of putty? No, it's budget hero *Marcus Berkmann* with the latest in low-price Spec-fun.

BARGAIN BASEMENT

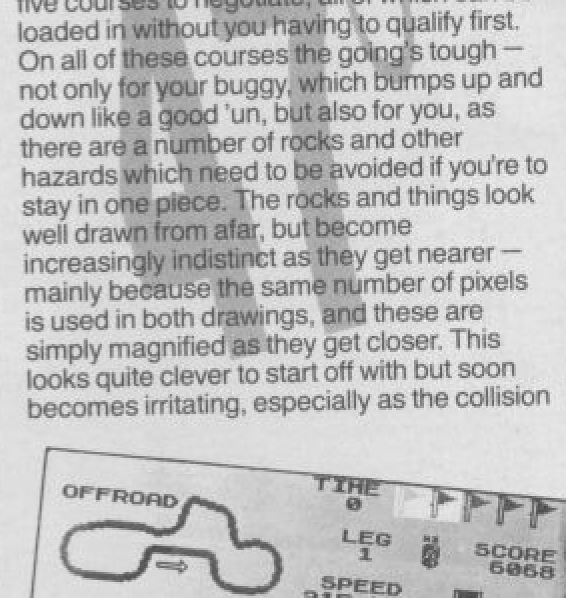
COUNT DUCKULA in NO SAX PLEASE — WE'RE EGYPTIAN

Alternative/£2.99
Nice short title there, and another TV tie-in from Alternative, but unlike *Sooty And Sweep* there is, fortunately, a bit more to this than meets the eye. The Count and his faithful servants have decamped to Egypt for some reason that I can't remember for the moment, where they decide to search for the mystical Sax, an ancient saxophone with magical powers. Well, that's what it says here, but as the saxophone was only invented 150 years or so ago it can't be too ancient. Still, never mind, because the whole thing boils down to our duck-shaped chum whizzing around the corridors of an old pyramid, avoiding nasties and picking up useful objects. Sounds familiar? Should do, as approximately two billion similar games have come out this month alone. Again, though, the graphics are excellent, and although it's not that hard a game there's a definite learning curve which, surprise surprise, involves some map-making along the way. And while keys get you through some of the doors they don't solve every problem. In fact, you've even got to do a bit of thinking along the way. This is really my sort of game, so, if you'll excuse me, I have to go back and find out what the bag of gold is for...



BUGGY BOY

Encore/£2.99
Ambitious racing game from a year or two back that doesn't quite work. Your buggy — for once brightly coloured and readily distinguishable from the background — has five courses to negotiate, all of which can be loaded in without you having to qualify first. On all of these courses the going's tough — not only for your buggy, which bumps up and down like a good 'un, but also for you, as there are a number of rocks and other hazards which need to be avoided if you're to stay in one piece. The rocks and things look well drawn from afar, but become increasingly indistinct as they get nearer — mainly because the same number of pixels is used in both drawings, and these are simply magnified as they get closer. This looks quite clever to start off with but soon becomes irritating, especially as the collision detection is none too good. What's most unforgivable, though, is the game's deadly slowness, which might just be bearable if not for the speedometer, which tells you you are going it at 227 mph when it's clearly nearer 2.27. The ingredients are there, but frustratingly *Buggy Boy* doesn't quite cut it. For race freaks only, I'm afraid.



SOOTY AND SWEEP

Alternative/£2.99
The roving eye of the software industry has finally reached this classic old show — running on ITV now for well over 1,000 years — and the small yellow one and the grey squeaky one are now a computer game. What would Matthew say? Well, not a lot probably (too busy counting the huge pile of fivers they've bunged him), but we old Sooty fans can only be disappointed. It shapes up nicely — the graphics and instructions lead you to expect a fairly detailed and well-thought-out arcade adventure — but there's really not very much to it at all. On each screen you have to jump around a series of platforms (disguised as furniture in Matthew's house), collecting Sweep's bones and avoiding, or neutralising if possible, the various nasties. And, well, that's it. Rooms are fairly limited (there are, I think, just 16), time is definitely limited, and the challenge soon wears thin. There are Easy and Hard versions, a nice idea in theory, but the gameplay is so weak and repetitive that you couldn't really give a monkey's. Great licence, shame about the game.

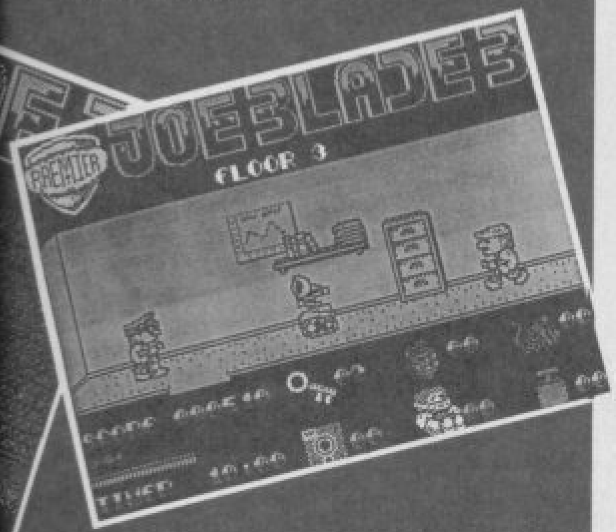


JOE BLADE III

Players/£2.99
How many successful budget-only series of games can you name? Well, there are CodeMasters' 'Simulator' games, but they are less of a genuine series than a load of different games with the word 'Simulator' tacked onto the end. *Joe Blade*, on the other hand, is a genuine series — this third one being, yes, you guessed it, the third to be released — and all of them have been massively successful. There's a good reason for this — they're rather good. Admittedly, *JBIII* doesn't add an awful lot to the formula — Joe still finds himself



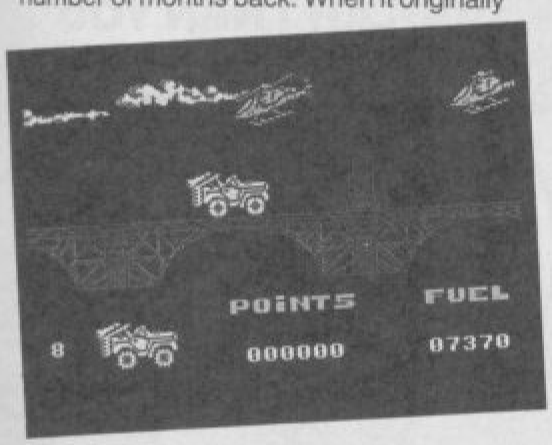
wandering around the same passages and corridors, shooting people and picking things up — but as with all the best sequels there's just a bit more to it than the first two games. Correct me if I'm wrong, in fact, but I suspect that *III* is a good deal bigger in playing area, as well as more sophisticated in construction, and, if only for that reason, it's far harder to finish. Initially sceptical, I found myself drawn further and further and further into the game, almost coming to the point of no return — the Map Drawing Stage. Fortunately I pulled back just in time otherwise I'd be playing it still and there would be nothing but a white space on these two pages, but it was close. *Joe Blade* fans will know what to expect and will probably already have bought it. But others will enjoy it as well — it's clever, tricky and worth your attention. Recommended.



ARMY MOVES

Summit/£2.99

Regular *YS* readers will know all about this, as it was on one of our Smash Tapes a number of months back. When it originally

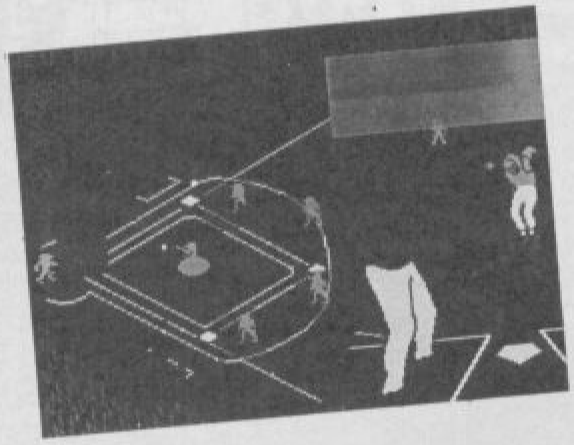


came out (released by Dinamic through Ocean) there was much disagreement in the office about its merits — divided broadly into two schools of thought, the hey-we're-so-cool-we-can-play-anything hipsters and the I-can't-get-past-the-first-screen sad acts. I fell very much into the second category, as I simply couldn't play it at all, and it was interesting to load it up again a couple of years later and find that although I had improved (a bit) I could still get virtually nowhere in the game. So, let's be controversial about this. People who are really good at the hardest shoot-'em-ups will find this right up their street. I, on the other hand, loathe and detest it. Out of the window it goes!

CHAMPIONSHIP BASEBALL

Alternative/£2.99

This one's strictly for the converted — to the extent that if you know nothing about baseball you'll need a trained interpreter to

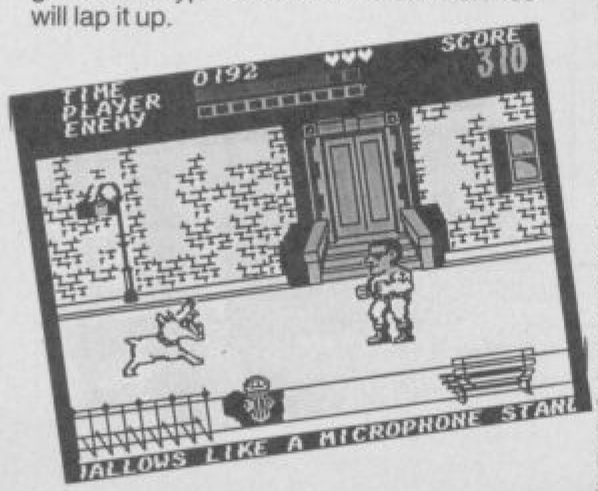


read the instructions. Getting into the game is harder than virtually any game I've played in the past year, but it's worth it once you've mastered it — or so I am told by a baseball fan who rates it. Though not as impressive as the original C64 version (the game was first released by Activision, to fairly universal indifference), it's apparently quite a good sim. Just don't ask me to play it again, that's all — I think I'd have more fun translating the Aeneid into Welsh. Such games are notoriously hard to mark — are you marking it for the general punter, or for the enthusiast? Well, I'd like to be fair about this, but unfortunately years of being unfair about everything have perverted my once pure and noble mind, so I shan't be. Non-baseball fans should steer well clear.

STREET HASSLE

Mastertronic/£2.99

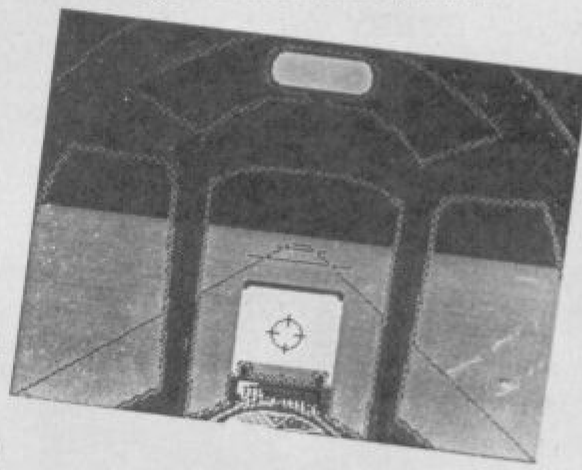
Straightforward punch-'n'-crunch game which looks rather happier in the cheapie rack than it did when released at full price a couple of years back (by Melbourne House). Wearing golden battle shorts and armed with, well, nothing very much, you decide to clean up the streets — which look pretty clean to me already, but never mind (perhaps the street cleaners did their stuff this morning). At least, "cleaning up the streets" is your excuse, as all you seem to do in Stage One is beat up little old ladies and Andy Warhol lookalikes who throw bricks at you. Perhaps it's the presence of a huge muscle-bound lunk like you that so offends them. So you punch, and punch some more, and in the classic *Renegade* style people fall over and vanish into thin air. The sprites are rather larger here than in that splendid old beat-'em-up, but overall the game hasn't the same subtlety, or indeed long term appeal. But for three quidlets, it's not a bad game of its type. Fans of mindless violence will lap it up.



SPITFIRE '40

Alternative/£2.99

Yet another rerelease — where did all the new games go? — this time of an ancient (1985) Mirrorsoft flight sim. Yes, it's back to World War II, complete with banter, enormous moustaches and chaps called Squiffy and Pongo. Sadly for the Binkys and Boffos in *Spitfire '40*, however, this sort of game format (if 'game' it truly is) has long since been mastered by those flying jacket types at MicroProse, and this one looks a little tatty by comparison. That said, it's not bad value for three quid (although two quid would have been nearer the mark). After all, you get eight pages of instructions with the blighter, so there's got to be something to it. But any game that differentiates in the controls section between playing on a Spectrum keyboard and playing on a Spectrum + keyboard has got to be something of a dinosaur, and *Spitfire* is

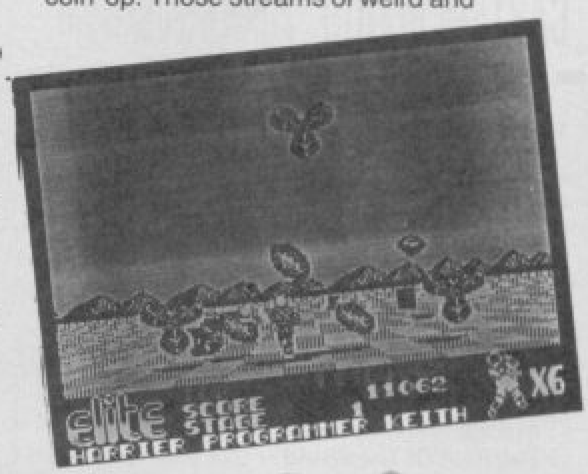


suitably wrinkly. Not even a hastily applied vat of Oil of Ulay would make much difference — euthanasia would be infinitely kinder. A close decision, but down onto the pavement it goes!

SPACE HARRIER

Encore/£2.99

Cor, is it that long ago? In fact, it's the best part of three years since we were all drooling and dribbling over this coin-op conversion, mainly because we'd spent the previous six months getting even dribblier over the actual coin-op. Those streams of weird and



wonderful spaceships flying at you in almost balletic formations, the speed of it all, the sheer originality — well, I spent a few quid down the arcades on this one, I can tell you. And three years later, it's still a good blast, even though the legendary limitations of the 48K beermat makes it rather less spectacular than purists might hope. The glorious rushing colours of the coin-op are replaced by the Speccy's usual monochrome, although the chequered ground pattern, so effective in giving the illusion of speed, remains intact. Still, original it remains, which means a good blast for anyone so inclined (eg me).

BARGAINS



SPACE
HARRIER
TM
II
Set in the Fantasy Land, the Dark Harrier has taken control and has imposed a cruel tyranny. In this excellent sequel, Space Harrier II goes in to change the situation in true shoot-em-up style.
Blast the terrifying end of level monsters in order to face the next challenging round and battle your way through to the ultimate level to meet and destroy the awesome "Dark Harrier".
12 fantastic levels of frenetic activity, 2 bonus rounds on your jet-board, amazing sound effects, music and graphics all go to create one of the most authentic conversions ever.
ATARI ST
C64
SPECTRUM
AMIGA
SEGA
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AVAILABLE ON:
ATARI ST & AMIGA £19·99
C64, SPECTRUM & AMSTRAD DISCS £14·99
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SAM: Is It The Speccy Of T



Over two years in the making, MGT's SAM Coupé, probably the most exciting and important development in the Spectrum world, has finally arrived at Castle Rathbone. Without further ado, we put *Matt Bielby, David Wilson* and *Duncan MacDonald*, the *YS* trusty trio, on the case. When the case started showing signs of breaking under the strain of the clots' combined weight we told them to get off and open it up instead! Here's what they found!



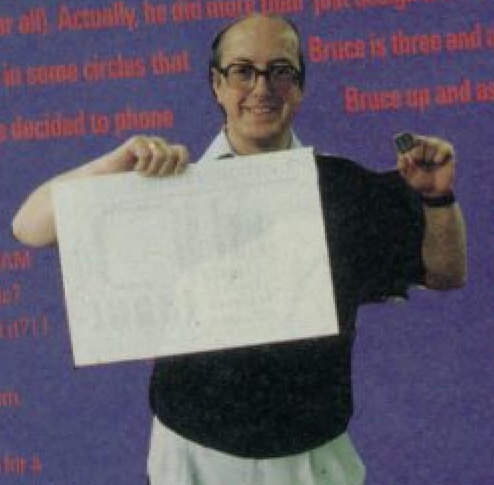


Despite how much we all love the humble Speccy it *has* been around for some seven years now! With fewer games becoming available (this year, for example, we've seen Elite, Palace, Superior/ Alligata and CP Software opt out of the 8-bit market), the doubting Thomas's around us were beginning to wonder where the machine's future lay! That was until we first started to hear that the SAM Coupé was shaping up as 'the new Speccy'. The SAM will run most of your existing 48K software (and improvements in compatability are being worked on as we speak) but, more importantly, it will create a whole new breed of games software on a superior machine, and breath new life into the Speccy world as we know it! Let's take a closer look, shall we?

It's big and colourful, isn't it!? There's eight-channel sound (even the ST has only three channels!), 128 colours and no attribute clash! Although it uses a Z80 processing chip (the same as that in the Speccy) it runs at 6Mhz, almost twice the speed of our rubber-keyed chum! SAM has its own Basic, which although it has much in common with Spectrum Basic (so you won't need to learn a new language) is much more powerful, better even than BBC Basic, and runs at the aforementioned increased speed.

▶50

Bruce Gordon is the 'cerebral' half of Miles Gordon Technology. The SAM Coupé wouldn't even exist if it wasn't for this man (he did actually design the blinking thing, after all). Actually, he did more than just design it… he actually invented a brand-spanking-new computer chip to go inside it. It's said in some circles that Bruce is three and a half times more brainy than Sir Clive and we can well believe it. In fact, we decided to phone Bruce up and ask him a few questions about the machine (and a couple of other things.)



YS: What sorts of things can you do in SAM Basic that you can't do in Spectrum Basic?

Bruce: God, that's a bit of question, isn't it? I could go on for ever and ever.

YS: We haven't got quite that much room. Just hit us with a few goodies.

Bruce: Well. There are the Procedures for a start. You can assign a segment of a program to a Procedure, name the Procedure and call it whenever you want. *(It's sort of like a posh Gosub. Ed)* Then, of course, there are the 128 colours on offer — and all sorts of commands with which to manipulate them. And then there's the Blitz command.

YS: What's that?

Bruce: Well, SAM Basic is about six times faster than Spectrum Basic anyway, but by using the Blitz command you can assign a series of graphics to a String, tell the computer to Blitz$ and the Basic routine you've saved is transformed into Machine Code. This actually speeds up the onscreen proceedings from six times faster to 20 times faster.

YS: Blimey. Okay, what about the sound then? We know it's got six channel stereo (with two more for white noise), but what about the Midi port? Will there be any dedicated software packages around to utilise it?

Bruce: Yes, but! We've already been approached by two companies who write Midi Software for the 16-bit market. They've already seen the potential. In my opinion, the SAM Midi packages will be able to approach and in some cases actually better those available to ST users.

YS: *Better them?*

Bruce: Well, I don't like to be pinned down on these things, but I'll definitely say that it will equal them.

YS: To get to the add-ons, then. Are they all ready yet? And if not, when?

Bruce: Well, the disk drive is ready now, but there's going to be a tiny wait for the mouse, light pen and light gun. Not long though, we're looking towards March — probably the early part. As for third party add-ons, who can tell? We're encouraging as much support as we can get, obviously, and we've got a brilliantly reliable expansion bus at the back of the machine.

YS: There will be a double joystick adaptor, won't there?

Bruce: Oh, yes, I forgot to say. There is one, and it's available already — for about six pounds.

YS: Good. Um, you originally stated that Spectrum software will be 90% compatible with the Coupé. Do you stand by this figure? We've actually heard reports that it'll be more like 50% compatible.

Bruce: Ah… well, we had to make a few

The Nineties!? OR If You Think The Spectrum Is 'Hair Today, Gone Tomorrow', Why Not Try A SAM Toupé?



Sinclair —

(And about a couple

some changes to the ROM at the last minute which changed things a bit. It's not as bad as we said though — we're expecting compatibility with Spectrum games to be somewhere in the region of 75%.

YS: Well, that's better than the Spectrum +3A, so well done. About the actual appearance of the SAM. Was the casing designed by someone who works in a wind tunnel?

Bruce: Ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha. No. It was designed by 'creative artists'. We gave a 'brief' to a few design teams, left them to think about it and do some designs on paper, and then we picked the one we liked the most.

YS: Do you agree that the average age of the Coupé user will be lower than that of the current Spectrum user? The way we see it is that older Spectrum users will upgrade to 16 bit while the younger ones (who don't stick with their Spectrums) will 'sidegrade' to the SAM — which will ensure you get continued support from the software houses. And

parents of children who want a 'first computer' will be attracted to the SAM because of the fact it's 'state of the art', has plenty of software (a lot of which will probably be educational), and of course the price.

Bruce: Yes, that's just about it actually. The kids will want it because of the vast wealth of available games, and their parents will want it because of its educational potential. We always wanted it to be an educational computer. There's going to be a hell of a lot of educational software (as well as all the games).

YS: Hmmm. One last question then. Is it true that your partner, Alan Miles, once got slapped across the face by Clive Sinclair and responded by headbutting Sir Clive to the ground?

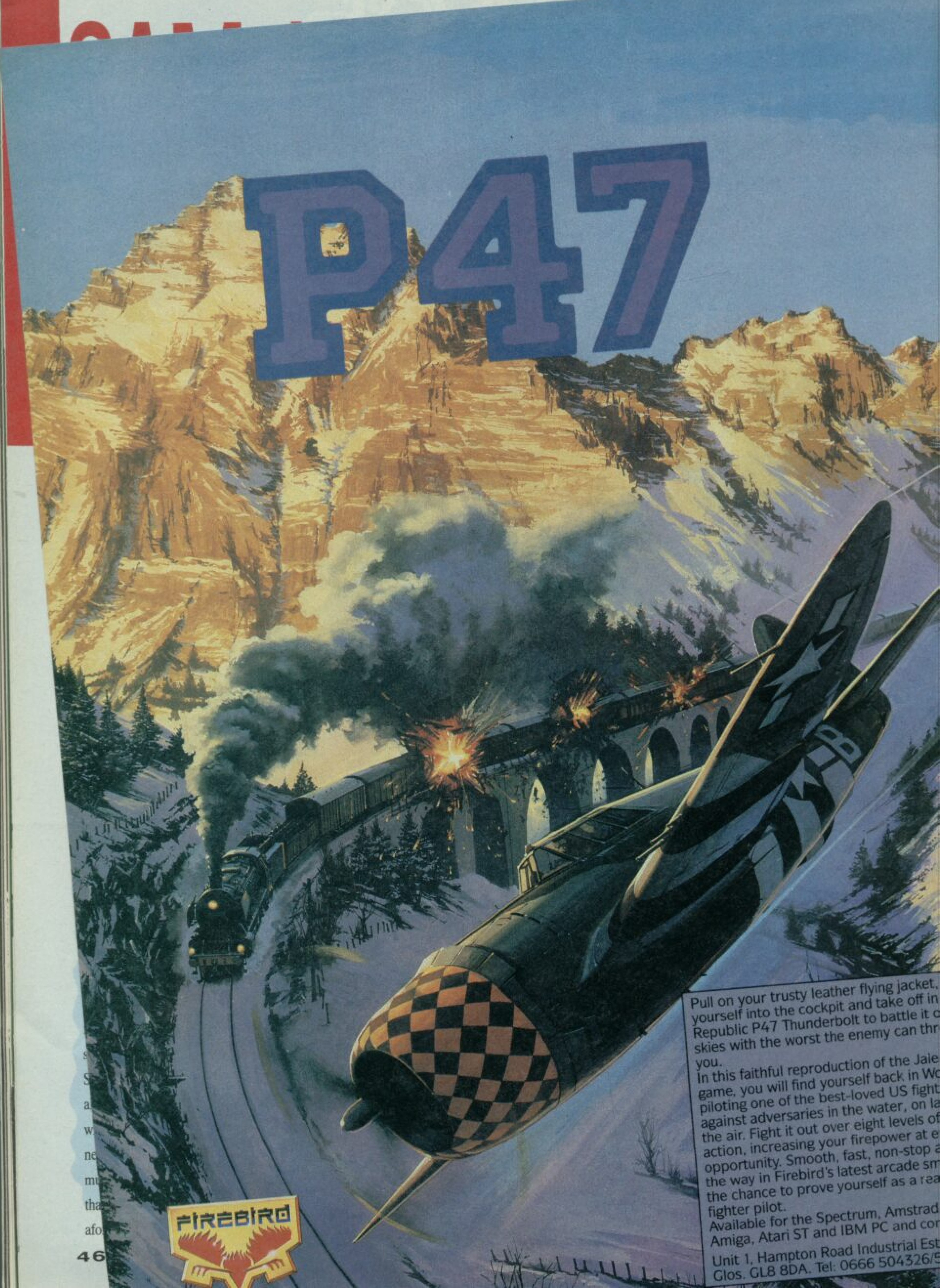
Bruce: Ha ha ha ha ha ha ha. No. There's no truth in that at all.

Like these screenshots? Pretty impressive, eh? They come on the demo tape of *Flash!*, Bo Jangeborg's graphics package! See full review overleaf.









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FLASH!! (Oo-er!)

Well, you've seen the pictures all over the shop, so you'll already know that the SAM Coupé comes with its own art package. But what's it like? Well, read on, cloth-head, and you might find out...



One small step for a 16-bit machine, but one absolutely-corkingly huge step for Speccy-kind!



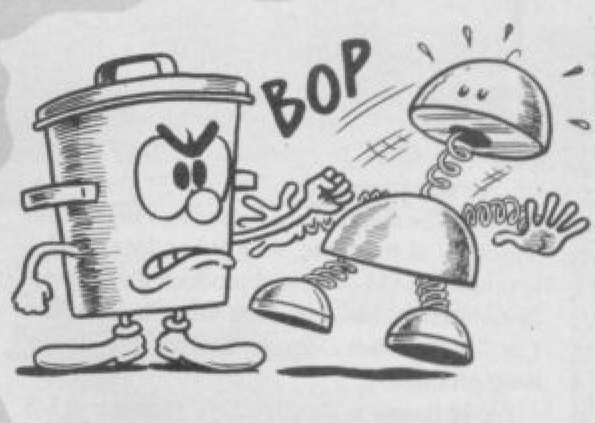
There's a possibility that the disk drive will come with software to extract graphics from an ST disk to reproduce them on the SAM! Yabba dabba doo!

At last. No more blocky pictures that look as if they've been painted with a small vibrating lego brick from hell – and no more trying to draw the delicate petals of the *Nettus Grimraut* flower using a Konix Speedking! The SAM Coupé brings with it two things – a) *Flash!*, the free art package, and b) a hole in the back – in to which you can plug a MOUSE!!! (Erm, once you've bought one, that is.) So. What will you be able to do with *Flash!* that you can't do with Spectrum art packages? The answer is loads.

First of all bear in mind that there isn't any attribute clash. No 'only two colours to a character square' here, matey – you can have as many as there are pixels. And considering that the actual number of colours available is 128, well, it's starting to sound quite good, isn't it? Carry on reading though, it ges better. Colours can be actually 'mixed' by the user – you can denote how much red, green and blue to use, and then allocate 'your own colours' to the Selection Chart. Then you can use the colours with the Paint Brush – you have everything from a fine hair-line brush to a big splodgy blob. Or maybe you feel the urge to be a wizard 'air brush artist' (or fancy doing some on-screen graffiti). Never fear, because there's the Spray Can to use too (it's pre-set with a fine nozzle spray, but you can select wider ones if you want).

All other standard art package features are at your disposal too. There's the Fill Command, which will fill any shape you've drawn with either a solid colour or a pattern (such as 'brick wall', 'semitone' or one of the many others from the Pattern Selection icon). There are the 'shape commands', allowing you to create (with the utmost ease) circles, boxes and elipses. These can be filled or empty, depending upon the icon you click. And there are the line commands as well. The Continuous Line allows you to draw a series of straight lines (as few or as many as you wish), connected end to end. No faffing about with a ruler when you use a computer as an art tool. Or you can go for the Radiating Line – you choose a 'start point' and all lines drawn will radiate from it. Ideal for setting up perspective in a picture. There's a command called, erm, Blok (don't forget, Bo Jangeborg is Swedish). Highlighting this option means that you can take a square or rectangular portion of the screen (any size you wish) and move it around. You can then 'paste' it into position wherever you want, and as many times as you want, overlapping or separated. You can create brillo-coloured background patterns and suchlike (so you can even design some, er, curtain material or something). While you have a Blok pattern (or picture) in memory, you can manipulate it by pressing the keyboard. Mirroring, inverting, rotating – you can do all this and more. Similar to the Blok command is the Cut option, but instead of just cutting out a rectangle, you can remove, move and paste irregular shapes onto the screen. Want to move that banana to the left? No problem.

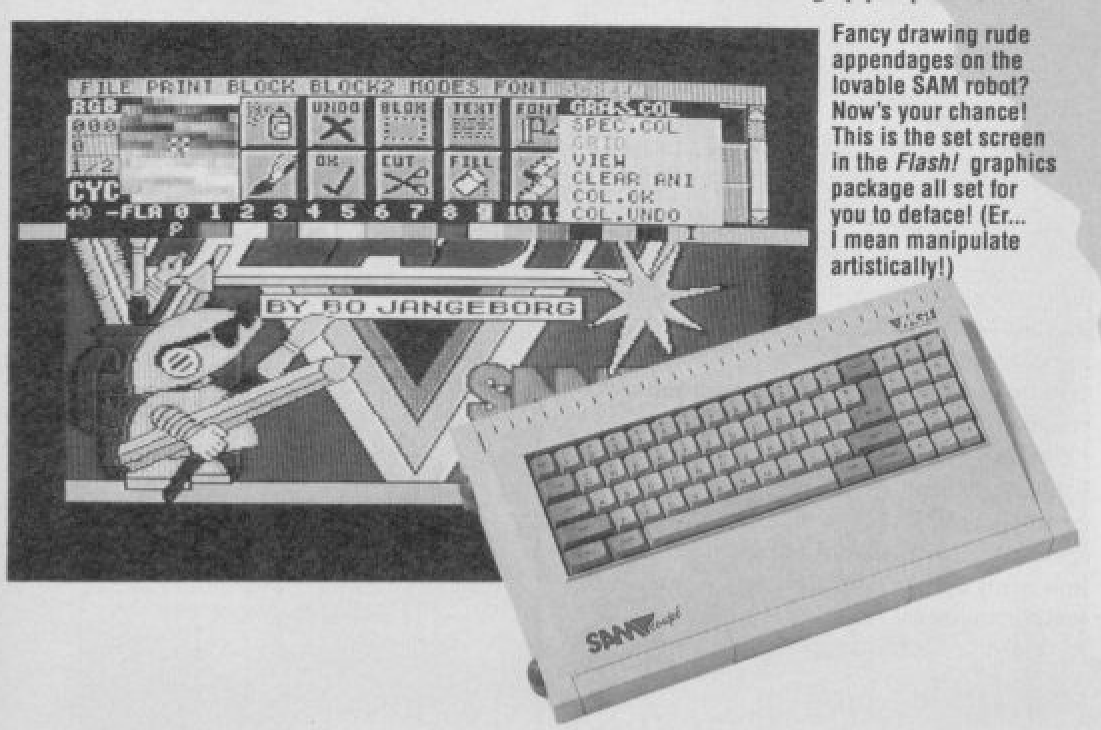
There's the obligatory Text mode as well, so you can give your posters (or whatever) a bit of meaning with some well-chosen words, in a variety of type styles and point sizes (which is a posh way of saying 'largeness of the letters'). Not only can you produce stunning static graphics with the *Flash!* package, but there's actually a chance to make whole pictures move. That's right, there's an Animation icon. Yippee! You can create your very own cartoons, design alternative title sequences for TV programmes,



draw a face in separate stages of speaking and then make it move (at any speed you want). The world is your oyster, as it were, limited only by your imagination.

The whole package is WIMP controlled – that's Windows, Icons, Mouse and Pointers. You move the Pointer to an Icon with the Mouse (or joystick or keyboard) and 'click on it' to go into the required mode. Plus there are windows to 'pull down' from the top of the screen. These contain all kinds of other options, from Save (which, erm, saves a picture) to Spec Col (which instantly emulates the screen colours of the Speccy – but quite why you'd want to do this I'm not sure).

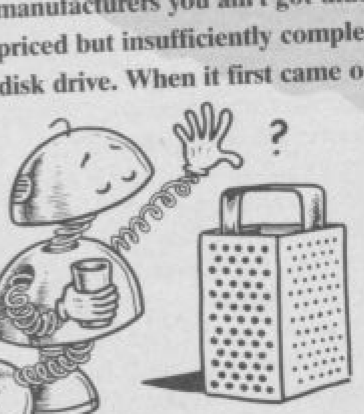
Art Studio and Kempston Mouse owners will already be aware of what it's possible to do on-screen, artistically-speaking, but until now they've had to put up with the bête noir of the Speccy user – namely crap colour. Well, as I said before, everything you can do on Spectrum art packages you can do here – and quite a bit more besides (plus it's all in full colour). In fact *Flash!* is sort of like an ST art package that's had an accident involving the head (ie it's just as clever, but it's not quite as quick).



Fancy drawing rude appendages on the lovable SAM robot? Now's your chance! This is the set screen in the *Flash!* graphics package all set for you to deface! (Er... I mean manipulate artistically!)

Soft on SAM?

It's a bit of a tricky business, this launching a new computer lark. You can have the best piece of hardware in the world, but if you ain't got support from the software manufacturers you ain't got diddly. Take the Sinclair PC 200 for instance, attractively priced but insufficiently complex for business use and lumbered with a relatively rare 3½" disk drive. When it first came out most of the software houses told us they were planning to support it, but look at it now. As a games machine it's nowhere.



So what about the SAM? It's compatible with the 'majority' of existing 48K Speccy software which it runs with the help of an enclosed 'utility tape'. This gives it a sizeable software base to start with. As for SAM-dedicated software, most of the major UK software houses now have an example of the machine in their hands and are at least thinking about working on it. They include Ocean, US Gold, Domark, Activision, System 3, Virgin, MicroProse, Goliath, Thalamus, Audiogenic, Alternative, Zeppelin, Atlantis and Tasman (which is trying to convert its popular word processing package, *Tas Word*). In addition, hardware add-on manufacturers Datel and Trojan are planning products, Trojan's being versions of its existing light pen/light gun range. Anyway, let's see what they all have to say about it.

Paul Hibbard is Development Director at **MicroProse**. Have you got a SAM yet?

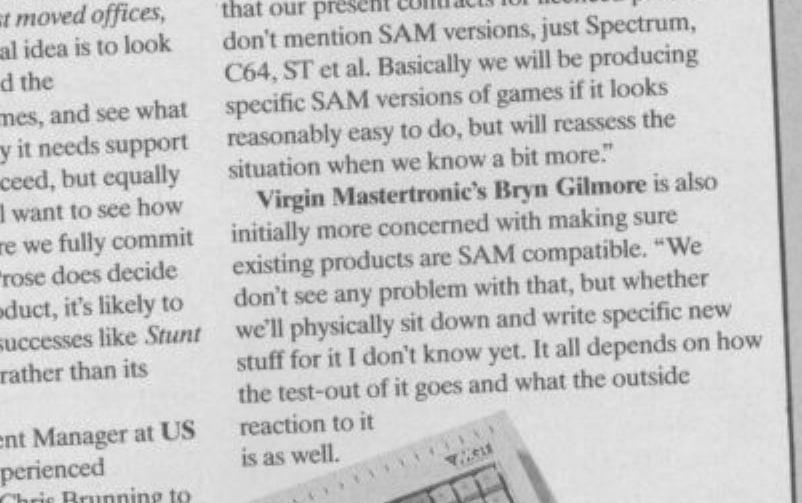
"Yes. We've had a quick look at it, but we're in total chaos here at the moment I'm afraid. (*They've just moved offices, fact fans. Ed*) Our initial idea is to look at the potential of it and the compatibility of some of our games, and see what we can do from there. Obviously it needs support from the software houses to succeed, but equally it needs good distribution. We'll want to see how it does in the marketplace before we fully commit ourselves." If and when MicroProse does decide to produce SAM dedicated product, it's likely to be conversions of recent 8-bit successes like *Stunt Car Racer* or *Rick Dangerous* rather than its latest products.

David Baxter is Development Manager at **US Gold**. "We're getting a very experienced programmer at Tiertex called Chris Brunning to produce a SAM version of *Strider* for us. Supposedly it'll only take two weeks using our existing Speccy code and ST graphics, but we'll have to see. In my mind I picture it looking a bit like a Konix console game — lots of colours, but without the resolution of the ST, so it'll all look a bit duller and flatter. It's a bit of a try-out for us — if it does really well we'll be happy to continue to support it, but we could still come across any number of problems."

At **System 3 Adrian Cale** had this to say — "We're obviously looking at the machine and its potential in the marketplace, but we're sitting tight and seeing how it does for a bit before we commit ourselves. If the machine takes off well enough, there are obviously certain recent products we could convert to it which we've got in the back of our minds."

At **Domark** it's a similar story. **Clare Edgeley** said that, "We've tested *Hard Drivin'*, it works on the SAM and we're currently trying out all our other existing products to see if they do. As for original SAM products we'll definitely be supporting the Coupé, the only problem being that our present contracts for licenced product don't mention SAM versions, just Spectrum, C64, ST et al. Basically we will be producing specific SAM versions of games if it looks reasonably easy to do, but will reassess the situation when we know a bit more."

Virgin Mastertronic's Bryn Gilmore is also initially more concerned with making sure existing products are SAM compatible. "We don't see any problem with that, but whether we'll physically sit down and write specific new stuff for it I don't know yet. It all depends on how the test-out of it goes and what the outside reaction to it is as well.

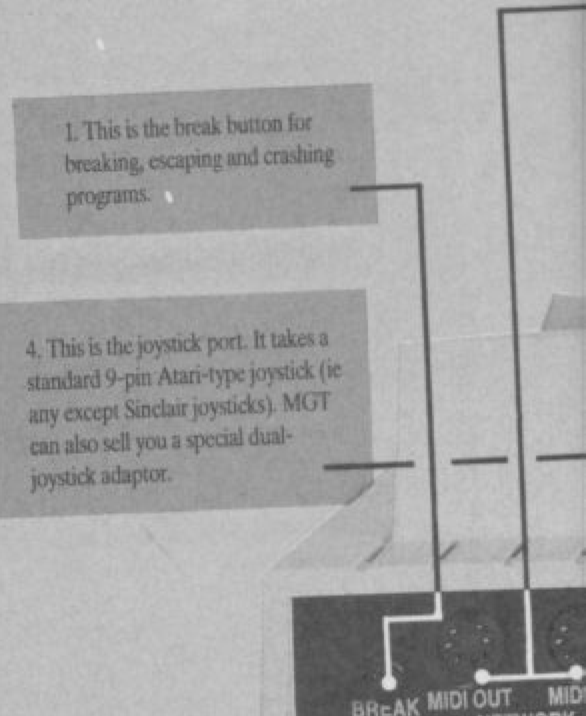


Let's just say we're keeping open minds."

And finally, **Ocean**. It's in another of those 'Let's just wait and see's situations.' Says PR person **Pam Griffiths**, "We've no plans at the moment for SAM specific software, since all our current Speccy stuff should be compatible. We're not ruling out doing SAM specific stuff in the future, but we'll wait and see how many they sell initially before we make any real commitment.' And there you have it.

The SAM Coupé Fax Box

- Z80B microprocessor running at 6Mhz. (That's almost twice the processing speed of the Speccy, fact fans!)
- Control by customised VLSI 10,000-gate ASIC chip (designed by Bruce Gordon himself, no less!).
- 256K RAM upgradable to 512K via a plug-in board, priced £39.95.
- 32K ROM containing SAM BASIC, disk bootstrap, BIOS.
- The Motorola MC 1377P Video Chip takes care of the graphics. The SAM offers four modes – 1) Spectrum-compatible mode; 2) the utility mode useful for



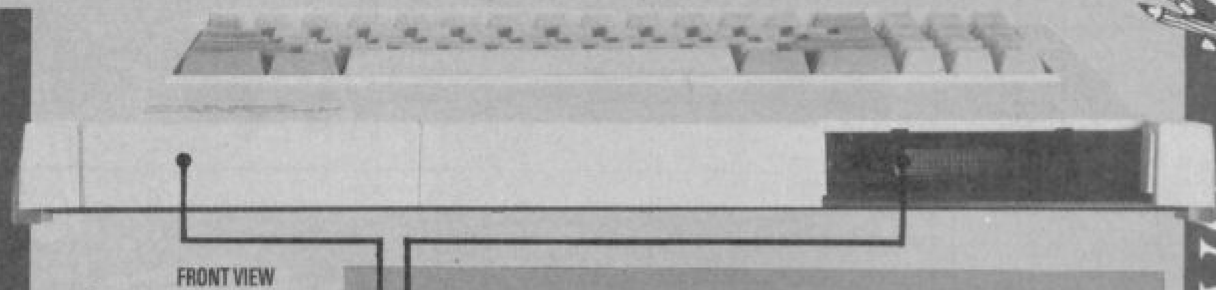
REAR VIEW

46◀ The SAM Coupé has also been designed very much with the future in mind. There are two protective covers situated in the front of the body which simply 'pop' out to allow disk drives to be 'plugged in'. If you already have an MGT +D Disciple disk drive this too can be used with the Coupé via a 'bus' connector (available from MGT at £19.95). Underneath the SAM's body is a panel held in place by two screws, beneath which lies another socket into which the upgrade board 'plugs' to take the Coupé to 512K. In addition, the SAM has expansion ports at the back to accept all manner of peripherals from light pens and light guns to midi, video and hi-fi equipment.

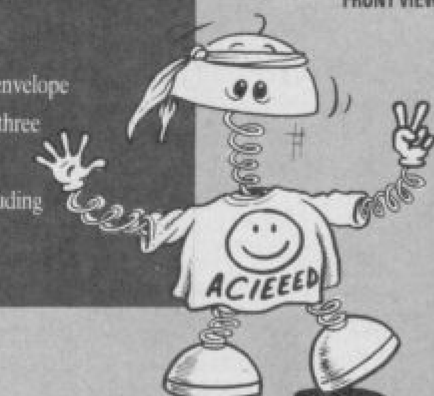
applications such as word processing; 3) a mode suited to games which takes up only 12K per screen (eight times the resolution of the Spec, fact fans); 4) artists' mode allowing use of 16 colours out of the range of 128 over the 49,252 dots on the screen. All 128 colours can be used on screen at once by use of interrupts.

• Sound from Philips SAA 1099 Synthesiser – six channels, eight octaves, stereo with amplitude and envelope control, plus choice of wave form. The ST only has three sound channels! So nerr!

• Seventy two full travel keys, membrane type, including ten software-defined function keys.



These two cunningly-designed rectangular bits can be removed to form the docking slots (oo-er!) to fit the SAM with MGT's special slim-line disk drives. Should you already possess an +D disk drive then you'll be pleased to hear that you can use this with SAM. You will however need to purchase an adaptor from MGT.

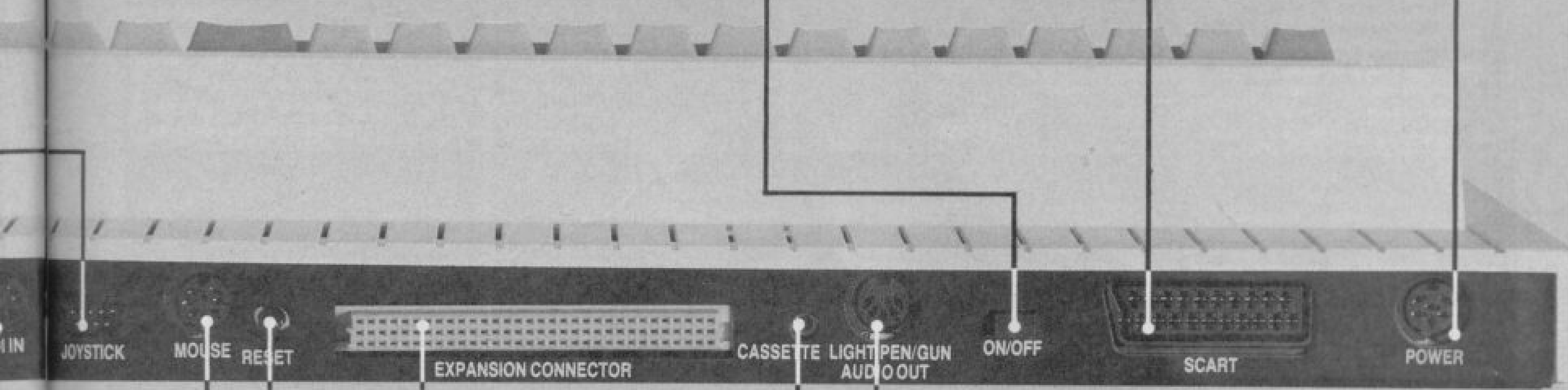


2 & 3. These are SAM's MIDI input and output sockets. MIDI, or Musical Instrument Digital Interface to give it its long name, is used to link your SAM to musical instruments coming in, and a network of computers.

10. This is the SAM's personal on/off switch.

11. This is the special 21-pin SCART socket. It's basically an output for SAM's superb-quality video and full-stereo audio outputs, which gives a much better audio-visual signal than the normal UHF socket to a television aerial input. This is of most benefit if you want to use a monitor, video digitisers or professional audio-visual recording equipment.

12. Last, but not least, this is the 6-pin DIN connector which accepts the SAM's 15-volt DC power supply. This also outputs TV video signals through to your power pack. Why? Because the lead that connects SAM to your TV comes out of the power pack, that's why!



8. This is where you plug in the cassette recorder's 3.5mm jack lead. It's a combined in and output socket like the sound socket on the +3.

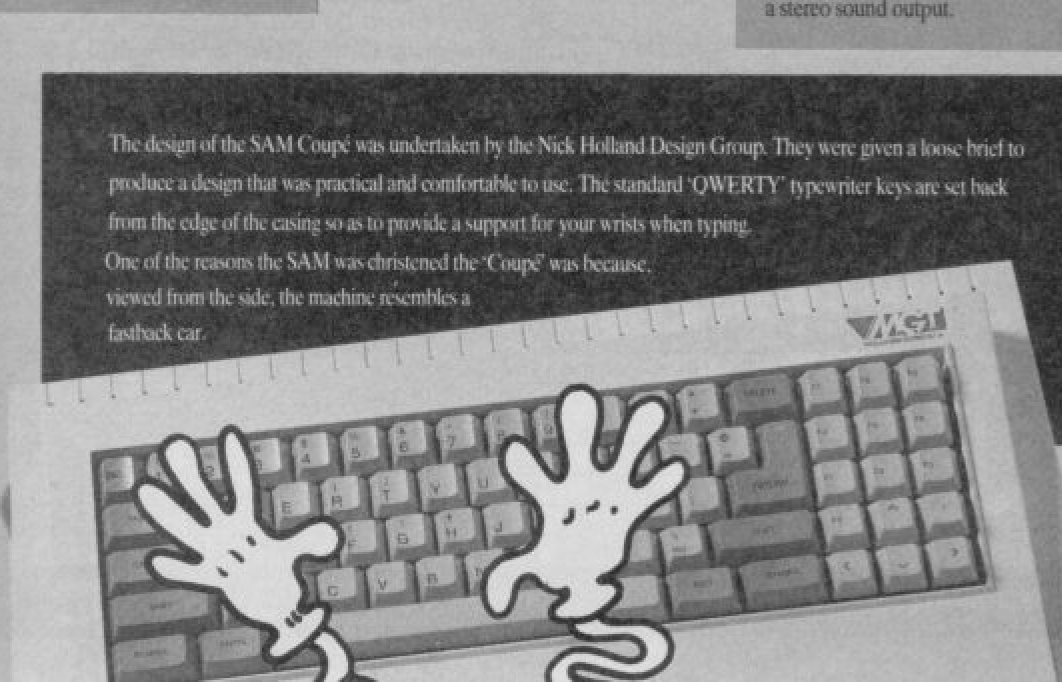
6. This is SAM's reset button.

7. This is your expansion connector. It's a standard 64-pin Euroconnector. This is where you can bung in things like a printer, scanner, video or video camera linked through a digitiser, or a modem.

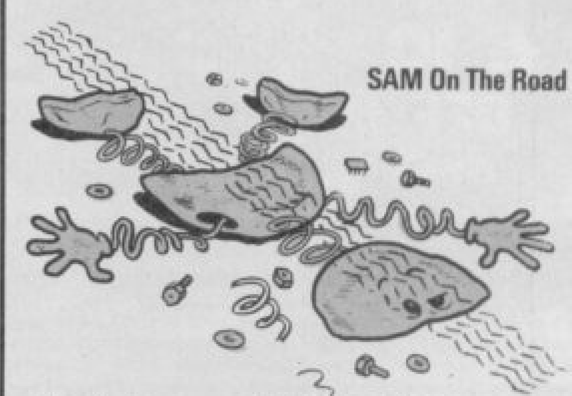
5. The mouse interface. This again takes a standard 8-pin DIN 'mouse'. Yep, this is another MGT optional extra.

9. This is a standard 5-pin DIN connector into which you can plug in a light pen or gun. It also functions as a stereo sound output.

The design of the SAM Coupé was undertaken by the Nick Holland Design Group. They were given a loose brief to produce a design that was practical and comfortable to use. The standard 'QWERTY' typewriter keys are set back from the edge of the casing so as to provide a support for your wrists when typing.
One of the reasons the SAM was christened the 'Coupé' was because, viewed from the side, the machine resembles a fastback car.



SAM On The Road



Want the latest poop on the SAM Coup(é)? Then you may be interested to hear that SAM is going on the road! Yep, all the MGT crew will be taking their pride and joy on a tour and will more than likely be 'doing a gig' somewhere near you. There's a session for retailers and then an open invitation to members of the public to see SAM in action between 5pm and 8pm at the following venues and dates.

February 26	Albany Hotel	Glasgow
February 27	Post House Hotel	Newcastle (Washington)
February 28	Post House Hotel	Manchester (Haydock)
March 1	Post House Hotel	Leeds (Brighouse)
March 5	Post House Hotel	Bristol (Alveston)
March 6	Dolphin Hotel	Southampton
March 7	Post House Hotel	Coventry
March 8	Russell Hotel	London

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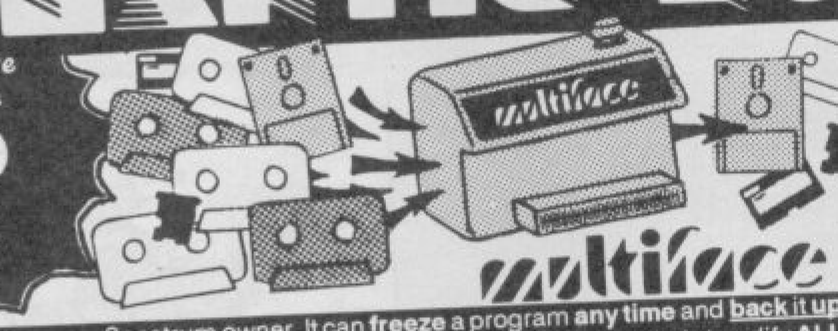
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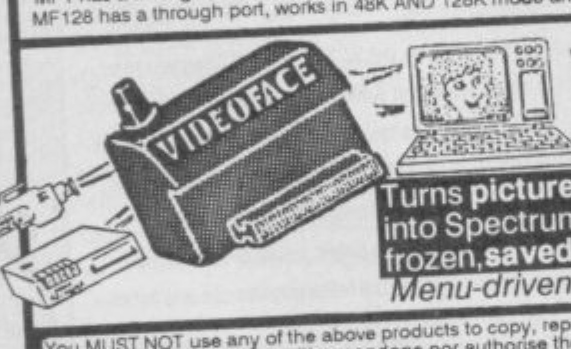
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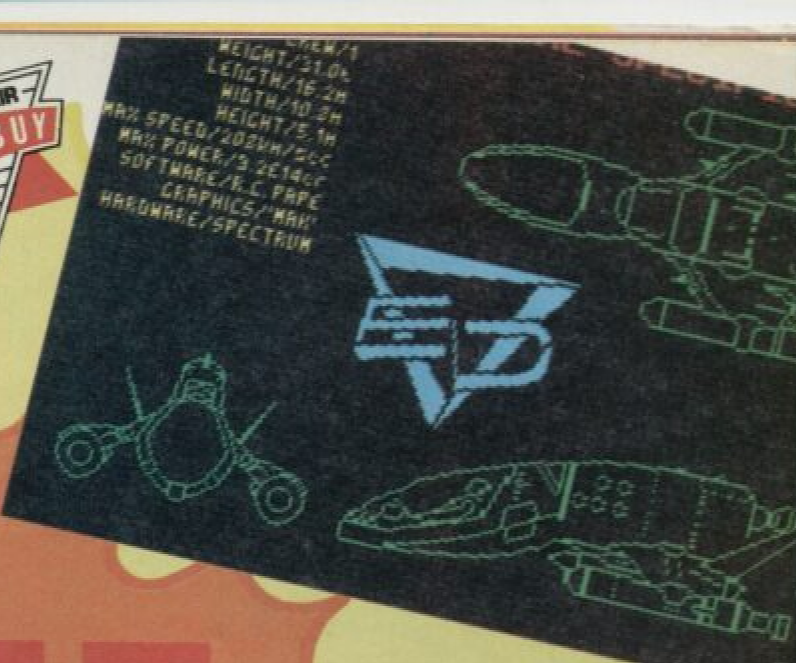
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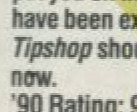




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THE BIZ

Ocean/£14.99 cass



David Ah, me! I love this time of year, don't you? Well, alright, I know it's a bit nippy and you're all firmly entrenched back in the routine of school, college, work (delete as appropriate), but I like it because of the large amount of good value compilations that always seem to appear. Ocean's got four biggies out at the moment, each a rip-roaring collection of games. This one's probably the pick of the bunch! It's called *The Biz*. And it jolly well is!

Batman The Caped Crusader

Ocean had already dipped into the *Batman* licence when this one appeared, with Ritman and Drummond's 3D isometric maze game. This was a corker and very favourably received in the *YS* office, despite it not being exactly true to the original. We felt it'd be a hard act to follow, but when the sequel arrived we weren't disappointed. Liverpool-based programming team Special FX had done the Caped Crusader proud, coming up with a slick arcade adventure whose two parts effectively measured up to separate games. No wonder it was Megagamed back in January '89. *A Bird In The Hand* was the easier of the two, in which Bats had to switch off a renegade computer in The Penguin's hideout. *A Fete Worse Than Death* pitted him against The Joker and was considerably more tricky. If this has put you off in the past then the fact that the games have been extensively tipped in our very own *Tipshop* should make 'em even more attractive now.
'90 Rating: 92°

Operation Wolf

Double gasp!! Who'd have thought those clever Ocean bods could cram *three* Megagames into a box of this size??! Well, somehow they've managed it, 'cos here's *Oppo Wolf*, everyone's favourite mega-blast-'em-up coin-op conversion from December '88. Although the *YS* reviewers didn't quite agree, and it didn't enjoy the phenomenal sales success of *Robocop*, this was the game that you, the *YS* readers, overwhelmingly voted the best game of '88! What better pedigree could you ask for!? A horizontal scrolling shoot-'em-up, with a parade of enemy soldiers, vehicles and wotnot to blast away with your gun and grenades, it's sure to be remembered as a landmark in Speccy history. I must say however that this wouldn't have got my vote. Personally, I think such mindless shoot-'em-ups, no matter how well programmed, suffer from limited lastability. Still if you like this sort of thing then this is as good as you'll get. (Er… except maybe *Operation Thunderbolt*, of course!)
'90 Rating: 90°

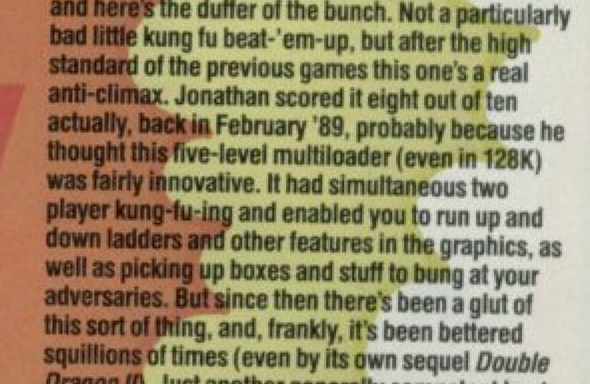
R-Type

Gasp! *R-Type* on compilation already!? It's such a classic I'd have thought there'd be loads of sales mileage in it yet! So if you don't have it already (and if not why not!?) then this Megagame will entirely justify the cost of the compilation on its own! Often copied but, to my mind, never bettered, it has single-handedly set the standard by which all new shoot-'em-ups are judged, despite the fact that this game first saw the light of day back in January '89. It's one mean horizontal scroller, with skill colourful graphics and a host of evil adversaries who test your wits and your joystick skills to the limit. It's still got oodles of playability for me even now(!) so this review has given me a marvellous excuse to get hooked all over again. Oh, and this version contains the elusive eighth level too. Yep, when the game first appeared, Activision put Level Seven on twice instead! So now we've got the complete version that's one more reason why I can't recommend it too strongly!
'90 Rating: 98°

Double Dragon

Ah… soooo… I knew it was too good to be true, and here's the duffer of the bunch. Not a particularly bad little kung fu beat-'em-up, but after the high standard of the previous games this one's a real anti-climax. Jonathan scored it eight out of ten actually, back in February '89, probably because he thought this five-level multiloader (even in 128K) was fairly innovative. It had simultaneous two player kung-fu-ing and enabled you to run up and down ladders and other features in the graphics, as well as picking up boxes and stuff to bung at your adversaries. But since then there's been a glut of this sort of thing, and, frankly, it's been bettered squillions of times (even by its own sequel *Double Dragon II*). Just another generally competent beat-'em-up.
'90 Rating: 70°





finalverdict

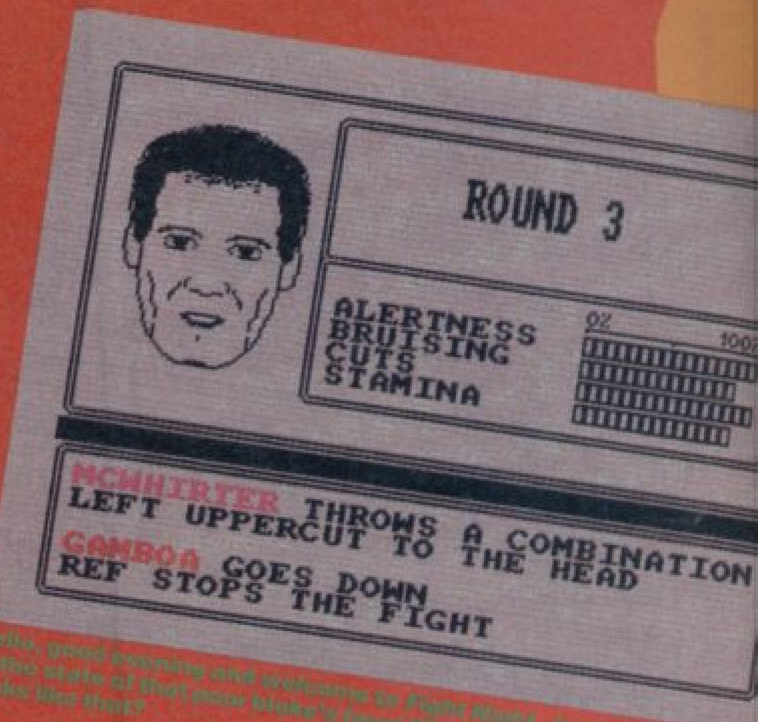
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
98°	92°	92°	94°

DIAGNOSIS
The best compilation I've seen for blimmin' eons. If you don't have any of these games then this is a 'must'!

96°

So there you have it – all in all a splendid value-for-money compilation. I can't help but award it a coveted *YS* Best Buy 'cos it's the best compilation around at the moment. My sole reservation is that all of these games were so big that I suspect a lot of you out there may have one, two, maybe even three of them already. If you haven't then you can't afford to miss it! If you have, then (in the immortal words of Graham on *Blind Date*,) "The choice… is yours!"

WORLD CHAMPIONSHIP BOXING MANAGER



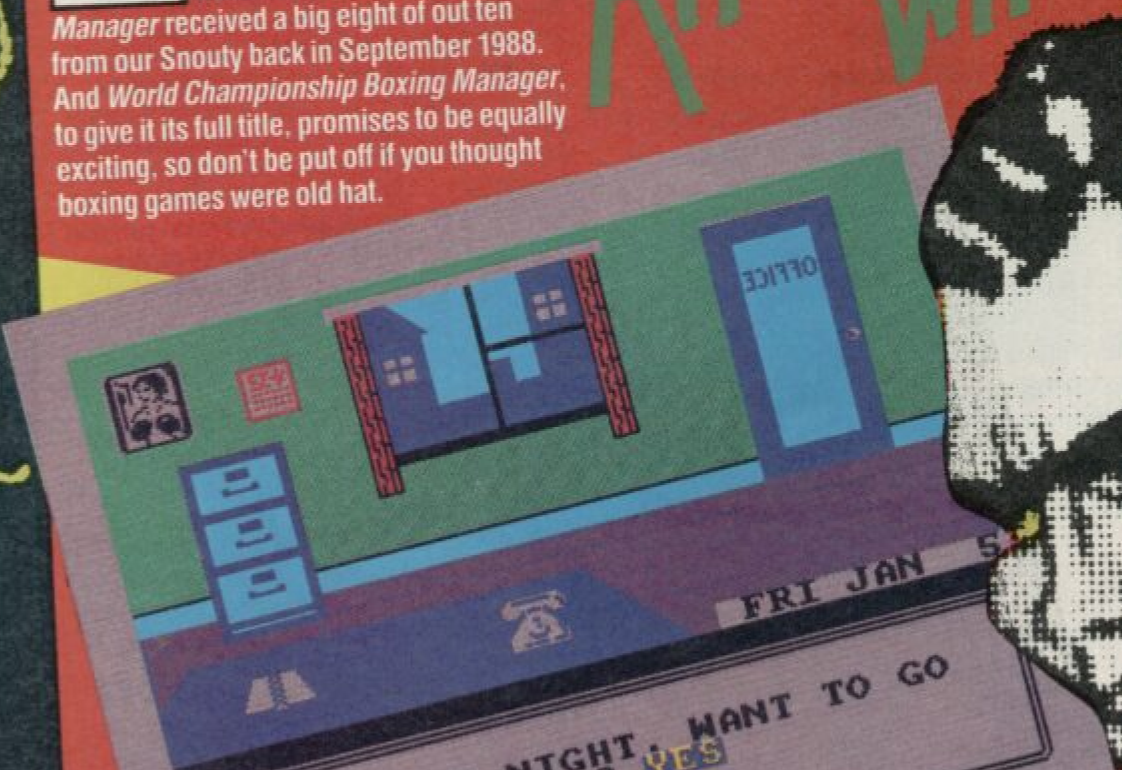
Hello, good evening and welcome to Fight Night, chaps. Just look at the state of that poor bloke's face! What do you mean he always looks like that?

Know what I mean, 'Arry

Goliath Games/£9.95 cass



Tony Well, well, well. Only Goliath Games' second product and it's making quite a name for itself. *Tracksuit Manager* received a big eight of out ten from our Snouty back in September 1988. And *World Championship Boxing Manager*, to give it its full title, promises to be equally exciting, so don't be put off if you thought boxing games were old hat.



This is the main game screen. As you can see, there isn't a lot of text on it. Boxing Manager is operated by clicking on items and using them, none of this text menu lark.



Taking a step away from the usual norm for this type of game (your traditional side-on, waggle-the-joystick-to-punch boxing thingy). Goliath has opted for what, at first sight, seems to be rather a dull angle, the management side. But (but, but!), half an hour on this and you'll be totally submerged. It's brilliant!

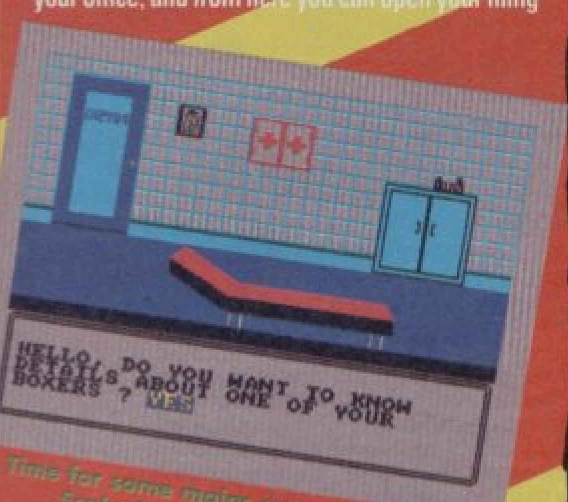
The first thing you have to do is to get yourself some boxers. At the start of the game you're approached by punch-'em-uppers hoping to make it big in the world league. Should you spot one you like you offer him a contract (consisting of things such as a guaranteed shot at one of the titles). At this stage of the game you can basically offer anything you want — the boxers are too stupid to refuse!

Your 'boys' (you can have any number up to six, decimal points notwithstanding) now start at the bottom in all rankings — these are the World,

National and Area tables, in both the FWB (Federation of World Boxing) and the WCIB (World Council of International Boxing). And, surprise, surprise, from here you've got to take them to the top.

In theory, getting there is simple. Check the tables to see the boxers just ahead of your own. Say, for example, Geoff Tate is at 95 and your boxer is at number 100. You decide that fighting and beating him would move you up a good five notches at least and improve your status in the councils' eyes. So you check Geoff Tate's record and discover his manager to be Peter Mensch. You call Peter and arrange for the fight to take place in three weeks. Peter agrees, so then you phone the relevant boxing board to get agreement from them. The next day they send you a letter okaying the fight, and you pop into the gym to see Jim (a Terry Lawless type of bloke) and tell him just how you want your up-'n'-comin' hopeful trained.

Now that's more or less how the system runs in 'real life', so I'm told, although it is simplified to a large degree, of course. The main game screen is your office, and from here you can open your filing



Time for some major surgery, methinks. Scalpel please, nurse. And get that damned car out of here.

cabinet, your filofax, call people up and progress to the next day. Step through the door and you can walk into the gym or pop into the physio.

The fight itself works in a similar way to *Tracksuit Manager*. Between rounds you're given a list of various tactics to use, and you can instruct the boxer to try and follow any one or more of them. There's also a chance to work on his cuts and bruises.

As with *Tracksuit Manager*, you don't see any of the action as it happens. Instead, you're given a running commentary, the speed of which is completely adjustable as before. This really shows you how clever the Speccy is, as it works out all the relevant factors contributing to the outcome of the fight. There are no unrealistic moves. There are no stupid responses or impossible attacks. Everything is worked out to the nth degree, and it shows.

Boxing Manager is terrific — even to me, hardly the greatest fan of boxing there is! Buy it, you'll love it.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
96°	81°	94°	77°

DIAGNOSIS

Despite appearances, a superb management game — versatile and very addictive.

91°

INVASION FORCE



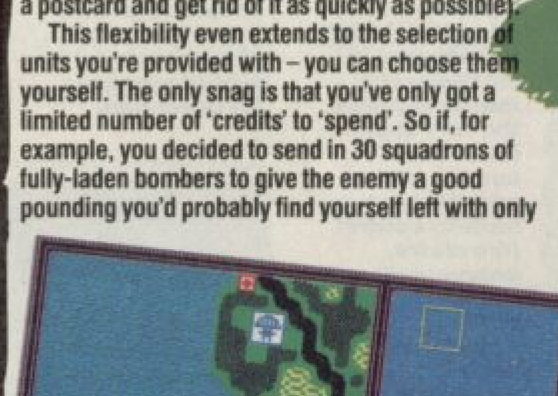
CCS/£12.95 cass



Jonathan CCS has simulated billions of battles in its time, so it would be hardly surprising if it ran out of the blighters. In fact, come to think of it, *Invasion Force* doesn't actually simulate any particular historical battle at all.

Rather than having to 'recreate' some military clash that happened ages ago, knowing perfectly well who won and everything, you're now given a chance to make up a few scenarios of your own. The only criteria you're given are that they happened sometime in World War II, and that the objective is set by the computer. You can even make up the names of the ensuing conflicts if you want (if you think of particularly good one, write it on the back of a postcard and get rid of it as quickly as possible).

This flexibility even extends to the selection of units you're provided with – you can choose them yourself. The only snag is that you've only got a limited number of 'credits' to 'spend'. So if, for example, you decided to send in 30 squadrons of fully-laden bombers to give the enemy a good pounding you'd probably find yourself left with only



Those two mushroom-shaped things are my paras, who are advancing menacingly towards the foe.

enough credits for a couple of pretty knackered foot-soldiers to mop up on the ground. Careful planning is called for, and this extends to selecting the right sort of men and equipment for the task you've been set. So a fleet of heavily-armed gunboats will be no use whatsoever if the objective is halfway up a mountain several miles inland.

Once you've sorted all this out the game gets into full swing, with all the usual deploy, move and fire stages to struggle through. Inbetween, the enemy has a go. If you've picked a two player game the enemy will be, yup, player two, otherwise it'll be, right again, the computer. Each unit of your forces has the usual strength, movement points and so on.

Strategy-wise, things are pretty well up to you. It's all in where you bung your forces to start with if you ask me. As well as throwing soldiers, guns and stuff all over the place you may want to arrange some form of transport for them. Ships, trucks, motorised infantry and planes are the obvious, and indeed only, transportation devices, and cunning use of them will enable your forces to whizz all over





Here's a pic of the red army (as opposed to the Red Army, who are goodies now, of course) 'doing their stuff'.

the map with maximum efficiency.

The grafs are the usual wargame fare – little flashing squares and things. Character-by-character scrolling is of course present, as are weedy little sound effects and all the other features that make wargames so unappealing to the majority of people. The purists will be delighted though.

And the fun-factor? If you ask me, *Invasion Force* doesn't quite have the 'oomph' of certain other wargames I've tackled in the past. Even when the meagre graphics are excused, and the scruffy presentation is generously overlooked, it just doesn't *quite* manage to stimulate the imagination and get the adrenalin flowing as much as the best wargames around. This discrepancy could probably be put down to personal taste, so don't let it instantly put you off what is otherwise a very well-thought-out game.

The only other problem with *Invasion Force* is that it's only going to appeal to people who've played this sort of thing before and are looking for something a little different, in which case it comes highly recommended. If, however, you're new to wargames you'd probably be better off starting with a more traditional and faster-paced one (maybe *Theatre Europe*, just out on budget).

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
84°	51°	75°	69°

DIAGNOSIS

Not the most polished of wargames, but certainly flexible. Loads of scenarios give it a long life expectancy, and there are one or two innovative features too.

77°

X-OUT

Rainbow Arts/£8.99 cass



Matt Well, let's get one thing out of the way to start with – this isn't as good a game as *R-Type*. It's got no colour, it's not as difficult, and you don't get as much feeling of real danger when you play it. But (but! but!) that's not to say it isn't an exceptionally good horizontally-scrolling shoot-'em-up, because it is! In fact, all round, it's a bit of corker. Let's see why...

Well (ahem), actually, let's see why in a minute. First I'd better tell you what it's all about, starting with (groan) the scenario (don't worry, it won't take long). Here goes. "They came from deep space to infest our deep oceans." And, um, that's more or less it.

Basically, it's your old 'all the world's nations just about manage to cobble together one solitary space ship (or in this case, submarine) between them to go up against the bad guys, and you happen to be picked as the pilot' set-up. Except (except!) there isn't one sub at all, but oodles of them – it's just that you're only allowed to use them one at a time. (In other words, Rainbow Arts has cheated a bit in its scenario.) Still, there is a rather spiffing and incredibly comprehensive shop sequence in which you get to pick which basic craft you want, which weapons and drones you need, and which order you want to use them in (as each bites the sea-bed the next appears), so I can't complain. There's so much choice here (a large number of smaller ships or a few tougher ones etc) you could easily fiddle around with the configurations for hours. Marvellous!

The shop sequence aside, it's not the most original game ever, I have to admit. What Rainbow Arts seems to have done is take a fair smattering of the most popular and successful elements from recent shoot-'em-ups (*R-Type*-style snake things, four-way-scrolling play areas and so on), slot them all together quite neatly, get some pretty competent programmers to work on it (in this case Arc Developments, who did *Fog Worlds*) and Bob's your uncle. Or rather *Cross-Out*'s your game (or *'Ex-Out'* – there seems to be some dispute over how you pronounce the name), if you see what I mean.

Original it may not be, but play well it does. Everything's well drawn, fairly large and often nicely animated, with little crab creatures making little crab creature-type movements with their pincers, fish robots swishing their tails menacingly and the larger end- and middle-of-level monsters being particularly well designed. I 'specially liked the little mermen-riding sea snakes, who take refuge behind rocks when their mount gets zapped, and the giant oil platform-type fortification at the end of Level Two.

The only problem is that being in monochrome things often get very confusing. Stop firing your weapons and you soon realise that a good half of the bullets are your own and not the enemies' at all!

The scrolling helps make things a bit less claustrophobic though. As well as left to right it moves up and down as you swing your little ship about, effectively doubling the size of the play area and giving you plenty of room to manoeuvre. While this does give some of the challenges the game presents you with a bit of a vague feel (instead of the tight, well-defined attack formations and problems faced in *R-Type* you get more spread-out and random-seeming waves of baddies) it also helps to open the game up a bit. Each of the eight levels feels fairly weighty and substantial because there's so much room to move.

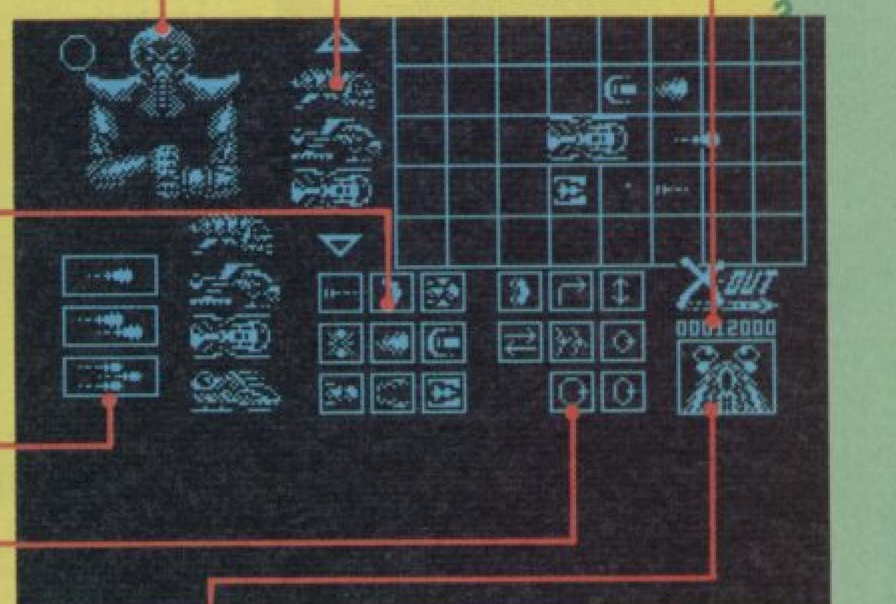
So what are the minus points? Well, there aren't really that many at all (but just enough to conspire to rob it of Megagame status). The worst (and it isn't particularly a fault of this game – I felt a lot of others suffered from it too, including *Fog Worlds*) is that there's little real feeling of danger. You get hit so many times and lose energy in such little dribs and drabs that when you die you'd be hard pushed to notice why. I far prefer the *R-Type* 'one hit and you're dead' method. It's much more 'edge of the seat playable' (to coin a phrase).



Told you it get's complicated! Okay, half these things are your own bullets and droids, but there's still a fair smattering of baddies about. With these plain black backgrounds surely a little colour would have been possible and helped things out a bit?



Still, it's perhaps Rainbow Arts' best Spectrum product yet (and its games have been steadily improving lately) which bodes well for the future. As shoot-'em-ups go it's well worth checking out (in fact, it's halfway to being a bit of a classic). We liked it lots. Hurrah!



All the various sorts of misssiles. I can't be bothered to list them, but they range from the very useful (bounding bombs, guided missiles) to the hard-to-control (fire claws, energy wall) and the simply bizarre (the set of drones, which you can lay like a stream of eggs and watch do your fighting for you for a while, before scooping them all up again). Weird!

This is the shopkeeper. Um, a quarter-pound of your best guided missiles, my good man.

Here are the ships you can choose between. They range from the really crap to the not-crap-at-all.

And here's how much cash you have to spend (you collect more as you progress through the game).

Basic shots, ranging from pathetically weak to hard as nails.

Here are the satellites. They fly around you in pre-set arcs, or hang around in a fixed position. Either way, they're very useful indeed.

Finally, it's the trash can. Throw old weapons you bought by mistake down here and try again.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
82°	84°	83°	88°

DIAGNOSIS

Smooth, large and well-implemented shoot-'em-up, with a great shop sequence and just enough originality to get by. Excellent.

84°

YS ADVE

Right then, so what do you think of the new design? I think Catherine, our marvellous Art Ed, has done us proud, don't you? Hooray! So, with a swift peck on the cheek (ahem), let's get down to biz.

Remember the Fonz? Well, here's Yorkshire's answer, and that's the Sonz, alias **Sonia Griffiths-Glover** and her Amazing Adventure Helpline. HALA (or the Hints Archive for Lost Adventurers, for long) is still going strong, so you're once again invited to make use of it — all you have to do is send in a clue of your own for every question you ask, or a solution for a solution.

And there's more. In her own mad way Sonz is attempting the impossible. While standing up in a hammock? No, she's trying to compile the Adventure Games Index, with solutions for all adventures for all makes of micro. Who else can she ask about Spectrum adventures, apart from the readers of *Your Sinclair*? So far Sonz has listed almost 700 adventures, but she wants you to write in and give her your own list of solved adventures — title, publisher, author (if known) and machine. The woman's potty, absolutely potty, she'll never do it, but if you think you can help then write to HALA, 38 Bellfield Drive, Willerby, East Yorks HU10 6HQ. Sonz is going to be annoyed with me though. She wrote recently to tell me she's dropped half her hyphenated name — but I can't remember which half. Oh, I feel a right fool.

Looking for someone to playtest your games? Well you should be, as I get sent so many bug-ridden adventures it's not true. Actually it is true, so why did I say that? Anyroad-up, bug-ridden games stand no chance of a review, so all your hard work gets wasted. Now someone's offering a playtesting service, and that someone is Simon Dawson, otherwise known as Untold Fables, Hallfield, Cumwhitten, Carlisle, Cumbria CA4 9BZ. Simon offers to provide an in-depth report on your adventure, including his thoughts on its merits, plus a full list of any items he thinks will need improving. To use the service, Simon says you should send him a copy of the game with map, solution and sae for his report.

I wonder if Sonz's list includes such titles as *La Aventura Original* or *Don Quixote*? Those are just two of the Spanish language titles I was told about by **Jaime Cristobal Ubicain** of Pamplona in Spain, that mad city where they let bulls run rampant through the streets each summer. Jaime says that adventuring is quite a minority interest in Spain, so most players have to play the original English language versions, though there are a few Spanish adventures published by a new software house called AD (who, as a matter of fact, penned the above titles). Viva AD, I reckon.

Jaime says he enjoyed *Red Door*, and looks forward to more Cover Tape adventures as they're so hard to get hold of and so expensive in Spain. Hope you enjoyed the December tape, Jaime! He also says that while he was in England in 1988 he visited the Virgin Megastore in London. (You should have popped round the corner to the *YS* office while you were there and bought everyone a drink!) Anyway, what he did buy was version A11C of *PAWS*, which he says can be used almost perfectly with the Spanish language as well as the English. But he's read there are later versions so wants to know if his version was an old version, and was he cheated? There are now more recent versions of *PAWS*, as the program is being updated all the time, like many programs. You weren't cheated, as I'm sure the shop sold you the latest version available. You can always get a cheap upgrade to the most recent version however, so write to Gilsoft for details at 2 Park Crescent, Barry, South Glamorgan, Wales CF6 8HD.

I've just had a missile, a magic missile, and it's come all the way from Ilkley, b'aht 'at. *Magic Missile* is the promised new tape magazine that runs on all Speccies and is devoted to Spectrum adventures. As well as reviews, which include screenshots so you know just what you're getting, the tape also has demos, news and even complete adventures on it. Issue Two, published last October, had *Crazy Castle Quest* and *Behind Closed Doors (The Sequel)*, so at a price of only £1.50 that has to be value for money. The latest issue has Part One of Tartan's *The Gordello Incident* and a second full-length game. It's an enterprising venture, and the later issues smooth out the rough edges that slightly marred the first. But don't knock other people's spelling when your own is so bad! Flash the cash in the general direction of publisher Matthew Wilson, 75 Ben Rhydding Road, Ilkley, West Yorkshire LS29 8RN.

One of our cheapskate adventure chums has just bought a game at a car boot sale, but it's missing the inlay card. The game is *Mindshadow*, so if anyone can spare a copy of the inlay send it to **Dennis Emmott**, 21 Russell Avenue, Colne, Lancashire BB8 9LW.

Dennis is also menaced by Level 9's *Lancelot*, and he says even the cheat sheet from Level 9 doesn't help him with his problem. He's released all 17 knights in Logris and gained 480 points for his troubles, but he can't get back into Camelot with his precious points. Can anyone help? In *Frankenstein*, Dennis had written to me previously to ask how to escape the bear, and I advised him to try climbing a tree. He says "I must be thick, but I can't find a tree that I can climb." The answer to that one is KCIHT EB TSUM OUY.

Leigh Loveday says "*Tower Of Light*'s got me pooped!" Me too, as I don't know that one at

NTURES



by MIKE GERRARD



Now I know what all you 48K owners are thinking — if only you had a 128K machine you could subscribe to the splendiferous *Enigma* tapezine. Well now you can! Phew, that's good news, innit? From Issue Three onwards it comes in 48K and 128K versions. Issue Four is also the first one to be available in a +3 or +D disk version, and just happens to contain an interview with Mikhael Gerrardov, famed Russian adventure columnist, as well as a regular new adventure column, which ain't written by Mr Gerrardov — they couldn't afford him.

Be sure to say which version you want, and send your order to the right address. This is where it gets complicated, so sit up straight and pay attention. Tape versions cost £1.99, and +D versions £2.50, from Hamish Rust, 15 Westfield Road, Inverurie, Aberdeenshire AB5 9YR. The +3 versions are £3.50 from Garner Designs, 57 Lovers Walk (mmmm, nice), Dunstable, Beds (cor!) LU5 4BG. Make the pennies out to *'Enigma'*, savvy?

all. Can any Kind Soul help out? Leigh wants to know how to get past the wall in the tunnel under the mountains, for which he thinks he needs to be able to sell things to people, but he can't get the phrasing right. Help! Also, what are the herbs and iron key for? Answers to 17 Lake Road, Port Talbot, West Glamorgan SA12 6AL.

Talking of Kind Souls, apologies to all those who've written in offering services but who haven't yet seen their name appear. As you'll see, the Ed has wielded his ruthless chopper and ruthlessly chopped me down to four pages. Never mind, I'll just have to write smaller to try to fit it all in, including those patient Kind Souls.

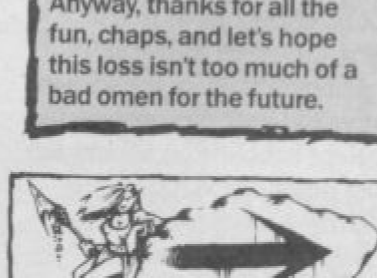
To show how kind our readers can be, **Alan Biggs** recently asked if anyone had a spare copy of *Ten Little Indians*, as his daughter couldn't get her money back. So thanks to all those who offered him a copy, namely Norman Haigh, Jim Magee, Anthony and John

Everyone in the entire universe knows that Zodiac Software has published some pretty corky adventures, and the good news is that two of them are now being re-released by Fantasy Software, 43 Russell Road, Gravesend, Kent DA12 2RT. That's *A Fistful Of Blood Capsules* and *Fairly Difficult Mission*. The bad news is they cost £4.50 each. Back to the good news though, and a NEW Zodiac Game is being finished off, and that's *A Shameless Christmas Cash-In*, ready by approximately next Christmas. Can we wait!?! (Answers on a 20 quid note please.)

Curran and a certain Mr J Archer of Cambridgeshire. Hang on... Jeffrey Archer lives in Cambridgeshire... Yes, *the* Jeffrey Archer, and his son's got a Spectrum... no, surely not?

I'd better not suggest there's any connection between that last paragraph and this next one, in which **Ken Green** wonders how he can get hold of a copy of *Soho Sex Quest*. We can't afford half a million quid damages, honest, Mr Archer! Spare copies of that game to Ken 'I've Got No Shame' Green, 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ. Libel writs to the Editor, please.

And now for something completely calamatous! After many a yonk entertaining us with their top-notch adventure quests news has it that those scamps at Magnetic Scrolls have all but given up the Speccy ghost in favour of posher PCs. Sob sob! Apparently their latest offering is a full 2.7 megabytes' worth, so you can imagine the coronary our trusty old Spec would have trying to load that! Anyway, thanks for all the fun, chaps, and let's hope this loss isn't too much of a bad omen for the future.





AGATHA'S FOLLY

Continuing its policy of only publishing adventures with a touch of class, Zenobi Software has smartly signed up Linda Wright, author of *The Jade Stone, The Beast, Cloud 99* and several other spiffing little numbers from Marlin Games and Incentive Software. Here's her latest one — or latest two, as *Agatha's Folly* comes in two very different parts.

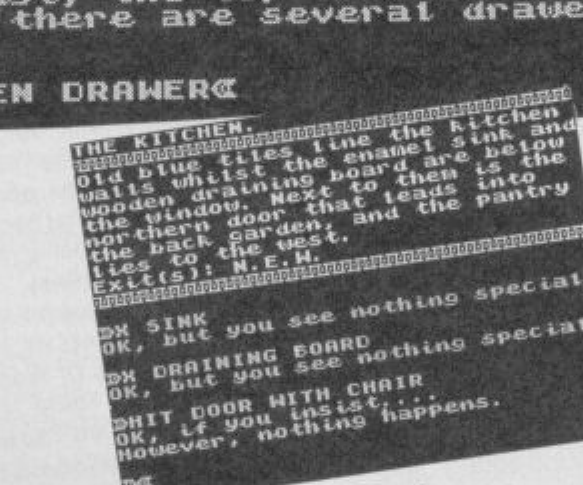
The tale begins with you buying your dream country cottage, though let's hope it doesn't turn into a nightmare once you hear what happened to the previous owner, the mysterious Agatha. She's been missing for some time, presumed dead, and you'll hear all about her from some of the visitors who turn up on your first day in the cottage. Visitors like the grocery boy, who says Agatha was a weirdo, probably murdered, and he certainly wouldn't like to spend a night alone in Bluebell Cottage in case Agatha's ghost turns up. Yikes, as they say across the way in the *ZERO* offices.

At least the delivery lad leaves you some groceries to keep you going while you clean up the cottage. This is the one the estate agent described as "in need of modernisation", which roughly translated into English means it's a mess! Due to the inevitable mix-up with the delivery firm, your furniture won't arrive 'til tomorrow — this game definitely has the ring of truth about it! Still, some furniture was included with the cost of the cottage at its auction, so that's a start.

Not that you can get started on cleaning up, with this constant stream of visitors. Here I am, I've just gone into the bathroom when a woman arrives at the front door, introducing herself as Mary Parker, the neighbour. Bet she's known as Nosey. She describes Agatha as queer, since she spent all her life building her folly in the garden but would never let anyone see it. Kept babbling on about men from outer space too.

Little does Mary Parker know, but I've already unearthed some information about that. First in a hidden cupboard was a notepad, covered in child's handwriting. This tells of a man called Kaz, who claims to come from another world. Sounds like Krazy Kaz. The notes claim that he's funny (you can say that again). He's funny (oh, shut up). Kaz is a member of FIT and gave whoever wrote the note a parchment with some funny marks on it and a crystal,





then he said he had to return soon and left the writer behind.

Elsewhere, after a root in the boot of my car and a bit of spit and polish, I found a journal, which read — *Now mother is dead I'm free to leave... Tried at Stonehenge but they stopped me... Tried at Avebury but it didn't work... I think some stones are missing... Have decided to build my own circle... It's finished — not for the crystal... It's in place. Adventure, here I come!*

Right, I'm just trying to get into the cellar when there's the sound of a car on the gravel. Another flaming visitor! I mutter my way back to the front door and think, Oh no, it's the estate agent. Who wants to see one of those at this time of night? Hang about, he's brought me a key which has 'CELLAR' written on it. How kind. Give it here. Now bog off.

Back at the cellar door, this is just the job. It unlocks the door, I carefully press the switch on the outside before going in (they can't fool me, I know it must be the cellar light) creep down the steps and... rats, it's pitch black. So that's what the estate agent meant when he said he hoped I'd got the generator to work.

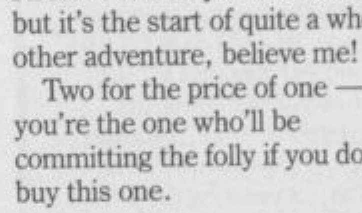
Oh well, let's find the generator. Haven't been in the back garden yet. First, I'll just examine these bushes. Ah-ha, a gatepost! Must remember that. Into the mill house and what do you know, one generator. Read the notice — ENSURE THAT WHEEL IS TURNING THEN PULL LEVER TO START GENERATOR. Fine, and here's another sign saying PULL TO START so I'll just pull this... hang about, how can I pull a hole in the ground where a lever ought to be? Botheration. Sudden thinks — the gatepost! Course, easy-peasy, just the job... so I toddle off to the garden and... the gatepost is embedded in concrete, impossible to remove. Rude words.

This is the kind of game in which you have to examine everything, and I do mean everything. It's written using *PAWS*, so lengthy inputs are possible and I recommend getting into the habit in each new location of reading every word of the text and entering a command like EXAMINE PLASTER, PAINT, STAIRS, GRIME AND RUG. In other words, examine everything that's mentioned, everywhere. And just because you've examined the wallpaper in 99% of places and drawn a blank, don't assume you can stop doing it. She's sneaky like that is Linda Wright. Pay attention to the response messages too. In one place you'll read about a beamed alcove. Right, EXAMINE BEAMS AND ALCOVE. Every word counts.

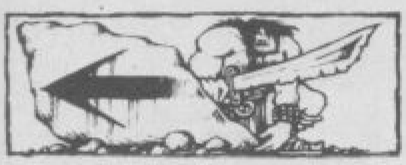
The combination of Linda Wright as author and Zenobi as publisher has come up with a real winner in *Agatha's Folly.* I was playing it for hours and lost all track of the time — definitely the sign of a good game. I also thought I was doing really well but discovered I'd still only scored 33/100. And that's only in Part One.

Part Two's called *Marooned* and I only got a glimpse of that because I was told what the password was. I'll only give you a glimpse too, as I don't want to spoil the surprises, but here at the start you're asked if you have come from the folly, and then you notice a middle-aged woman who turns out to be Agatha herself. Where are you? I'll leave that to you to find out, but it's the start of quite a whole other adventure, believe me!

Two for the price of one — you're the one who'll be committing the folly if you don't buy this one.




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OUR LEVEL-BEST OFFER EVER

I never thought I'd get Level 9 to join in our exclusive *YS* coupons, as it must sell games by the ton without needing to knock a few pounds off. But you never know 'til you try, so I tried. I asked Pete Austin himself. The result? Pete mulled it over a mo and said (and I quote): "Yeah. Why not?" So, exclusively to *Your Sinclair*, the only Spectrum mag worth reading for adventures, here's a coupon that'll give you not a quid, not two quid, but a whole fiver off Level 9's latest and maybe last Spectrum adventure — *Scapeghost.* When I reviewed the game recently I moaned a bit about the high price, but still gave it a personal rating of 8/10, just one notch below the coveted Megagame status. Now you can have no complaint about the price. Just fill in the coupon in your level-best writing and get the tape version for only £9.95 or the +3 disk version for £14.95.

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.... POST CODE ....

TO: Level 9, PO Box 39, Weston-Super-Mare, Avon BS24 9UR.
I enclose my cheque/postal order for £ .... for one copy of the following Spectrum version of *Scapeghost* at the special offer price exclusive to *Your Sinclair* readers.
☐ Tape version £9.95
☐ Disk version £14.95

DEMON OFFER

Those orfly nice Compass Software people are always good for an ace offer, and just for you here's a nice pair. The left one. . . I mean the first one is three adventures for the price of one, but not just any old adventures, these are *good* old adventures! For only £1.99 you can get *The Demon Trilogy* on one tape, which is *Demon From The Darkside, The Golden Mask* and *The Devil's Hand.* As if that weren't enough, and it should be, you money-grabbing grubbers, you also get a 50p discount voucher against Compass' next game, *Shadows Of The Past.* When it's finished this will be the fourth and final part of *The Demon Trilogy*! Through a time-warp, the evil Drakon has gone back in time 'til before you killed him, and in the new game you begin right at the start of the adventure again, except this time he's ready for you. Sounds neat to me.

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TO: Compass Software, 111 Mill Road, Cobholm, Great Yarmouth NR31 0BB. I enclose my cheque/postal order for £1.99 for the Spectrum version of *The Demon Trilogy* (with 50p discount voucher) as per the exclusive *YS* offer.



Jekyll And Hyde

AND ON THE 8TH DAY, HE CREATED ADVENTURES

Fancy two for the price of one? Course you do. Even more so if you know I mean adventures. From 8th Day Software, the first company ever to release budget Spectrum adventures (and don't you forget it), you can buy that corking golden oldie *The Weaver Of Her Dreams* for just £1.99 (originally £3.99), or you can have *Quann Tulla* and *Faerie* for £2.50 the pair (used to be £2.50 each). So by my modest calculations that's nine quid's worth of adventures for under a fiver. Cor, luv a duck (but don't tell the police).

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FREE ADVENTURES

Yup, believe it or not the offers are getting so good these days you can now get free adventures. . . well, two to be exact, and you have to pay 40p for the postage, but the games themselves are nix, nothing and sweet FA to you sweet *YS* readers. To get hold of a copy of Tartan Software's *Prince Of Tyndal* and Part One of Zenobi's *Jekyll And Hyde* (48K version) just send 40p in stamps to cover postage to the address on the coupon.

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ADDRESS ....

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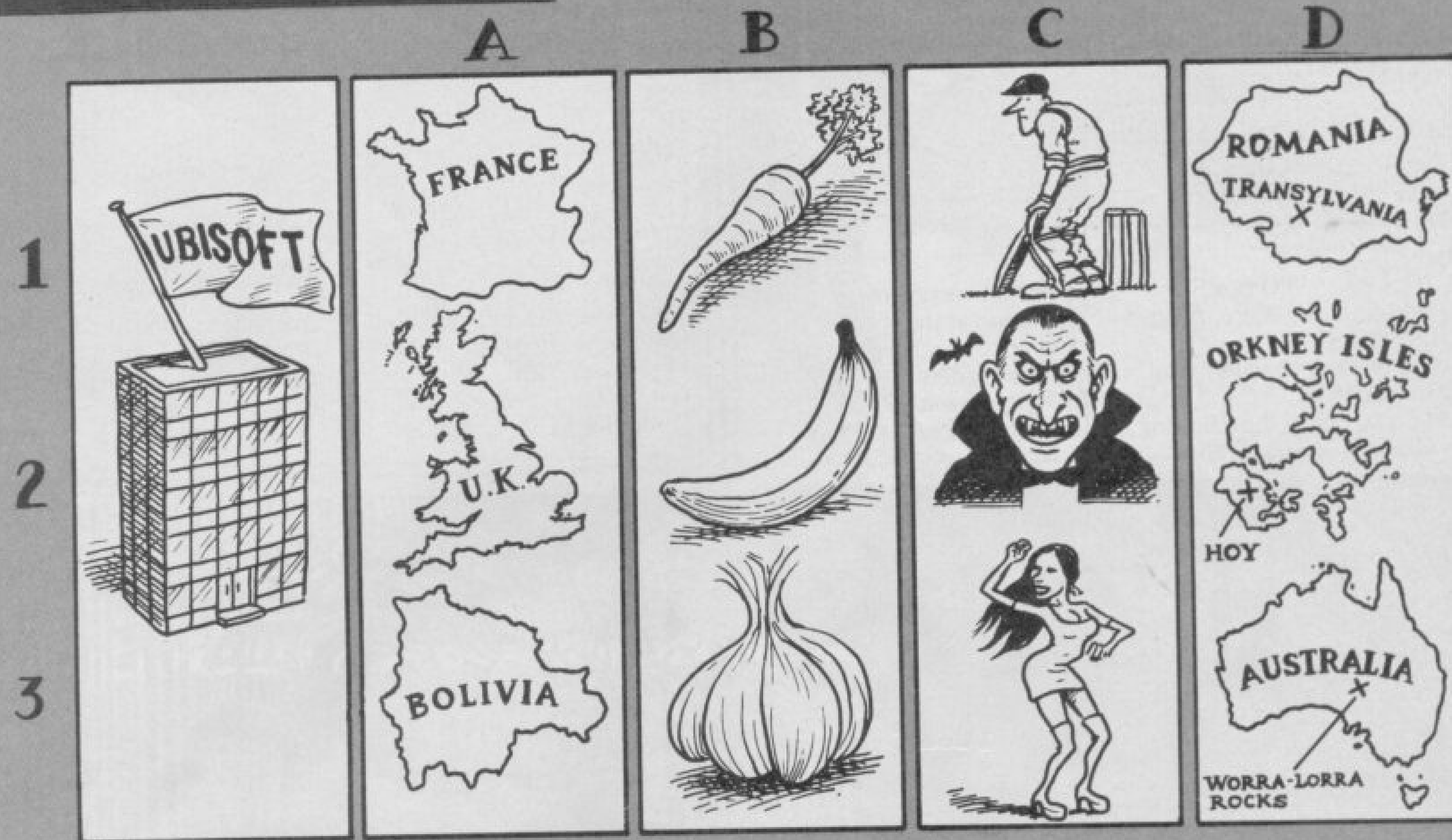


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C'est magnifique! But what do I have to do?

Well, it's much easier than blood doning in Transylvania for a start! Take a gander at these sets of objects. What you have to do is to link *Night Hunter*'s publishers, UbiSoft, to Transylvania, the home of Count Dracula! First off we've given you the UbiSoft HQ, then you've got part A, a selection of countries. If you think UbiSoft is based in Bolivia, then write down '1' next to the 'A' on the coupon. If you then think Bolivian's are connected to carrots in part B (you're not very good at this, are you!?) then jot down '3' next to 'B' on the coupon, and so on. Remember, each item should be connected in some way. Got that? Right, once you've got all the answers, fill in your name and address, sellotape the whole lot to a string of garlic (or stick the form on the back of a postcard) and send it to *If I Can Get My Teeth Into This Fab Prize I'll Be Your Transylvania Toot Toot Tootsie* Compo, YS Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. Entries in please by March 31st 1990.

Nee-Yah-Ha Haah (evil laugh). I've got this compo (gar)licked!
A .... B .... C .... D ....
Name ....
Address ....
....
....
.... Plasma Code ....

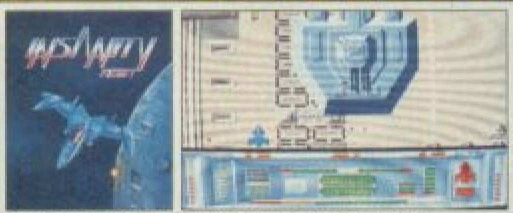
Rules

- Any member of Dennis Publishing or UbiSoft trying to enter this compo must be bats! They'll only end up staked out in the midday sun.
- All entries must be received by March 31st 1990 or they'll be locked in the crypt of Castle Rathbone!
- Don't argue with Count Matt's decision! It's final!

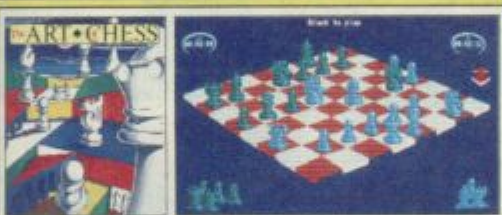
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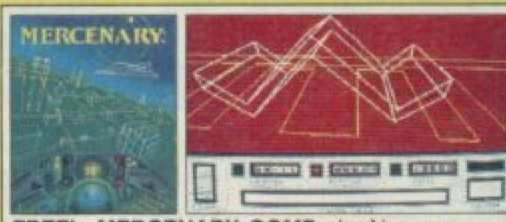
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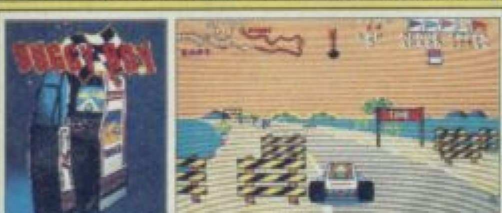
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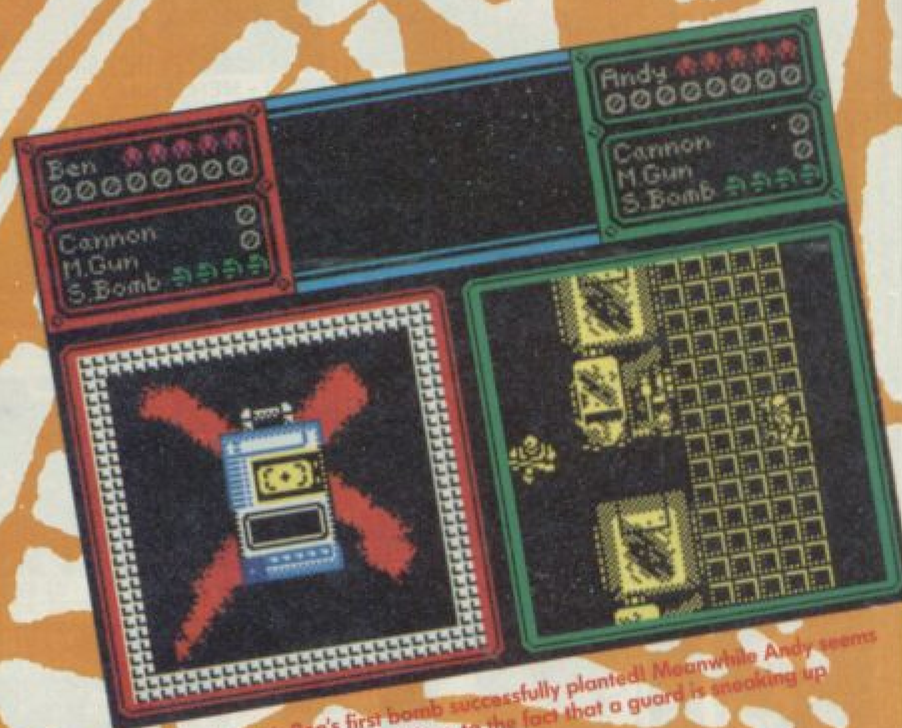
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If so, which one do you own?

CRACK

YS MEGAPREVIEW

Lummocks! He's here! He's there! He's every bloomin' where! It's David 'All Over The Shop' Wilson, scampering off to Arc Developments to check out US Gold's cracking good *CRACKDOWN!*



Righty-ho! That's Ben's first bomb successfully planted! Meanwhile Andy seems to be playing hopscotch, oblivious to the fact that a guard is sneaking up behind him!



Oooerr! I think I'm seeing double! Oh, it's alright, I've just found my chum! Now I can watch my movements in stereo on both screens.

Lumme! I've had a rum old time in this issue and no mistake! I've explored the bowels of *Castle Master* and now I've been thrust into a labrynthine maze of dark futuristic corridors! Gad! This is the setting for *Crackdown*, the Sega arcade game which Matt looked at for us in September's *Slots Of Fun*. The reason why I'm here, then? Well, *Crackdown* is also the next title to be converted onto the Speccy from US Gold!

It's been programmed by Arc Developments, the Walsall-based programming team who brought US Gold's earlier Capcom hit, *Forgotten Worlds*, onto the Speccy. They've also programmed *X-Out* for Rainbow Arts, reviewed in this issue. Basically, here's the scenario. The villain of the piece is a certain Dr K, who's intent on world domination. Eek! He's built up an army of bio-generated replicants (sort of clone things) to assist him to this end, and a rather rubbery lot they are too! Righty-ho, that's all very well, but who's going to stop him? Er, this, of course, is where you come in... or, should I say, you and a chum. Yep, it's two-player simultaneous action time! You take on the role of Ben Breaker or Andy Attacker, two armed-to-the-teeth, gung-ho UN agents out to help Dr K to a rather unpleasant end. Armed with a cannon and machine gun, your purpose is to find certain 'key locations' conveniently marked with a large cross, and lay some bombs.

Crackdown is basically a multidirectional-scrolling overhead-viewpoint maze game. Its gameplay is reminiscent of the classic *Gauntlet*, but it's set in the future — a sort of overhead-viewpont *Zybots* if you prefer! You and your colleague have to find your way through the maze (you can both wander off in separate directions if you wish, since the screen is split in two, and the Speccy will keep track of you both!) or you can walk around together, and see yourself in double! Position all the bombs in the correct places and you're onto the next level. Actually not all the screens are straightforward mazes — there'll be such obstacles as lava flows and opening drawbridges as well in later levels. And speaking of which, there are 16 levels in total! It looks like the sort of game that will be much more fun in the two-player mode, but you will of course be able to play 'solo' as well. It's out in April and promises to be a bit of a blast!!





Blimey, this place is fair crawling with guards! Still, I've managed to find the 'key location' marked by the large cross. Now to plant my beumb!



Andy's there on the right. He's just planted a bomb on that grid. Ben, on the other hand, is on the left and has just espied, out of the corner of his eye, a case of extra ammo in the bottom corner of the room he's facing!

THE FIRST EIGHT LEVELS OF CRACKDOWN

Each level of *Crackdown* will take you through the various parts of Dr K's fortress. You start in the outer limits and work your way into the central laboratory of the evil megalomaniac himself!

Level One You start in the guard outpost, so you won't be too surprised to hear that it's chock full of guards! These are your basic baddie types but beware of 'truck door generators'! These are doorways that pop up from nowhere and dispense hoards of guards!

Level Two This puts you into Dr K's first maze deterrent! A fiendishly designed out-building to test your direction-finding skills to the limit! Watch out again for those pop-up truck doors. Also some of the guards have been updated and carry big rifles!

Level Three Now you're into the refinery. As well as bog-standard guards you also meet rolling guards and flame throwers! The level also features water and lift generators!

Level Four This takes you into the generator room where the baddie cast list from Level Three is supplemented by rocket-firing guards. There are also invisible enemy teleport units.

Level Five And this is Dr K's vehicle scrap-yard! No time to look for spares for your Triumph Herald here, that's for sure! Not only is this level guarded exclusively by rocket-packing guards, there's also a ball and chain and car door generators to avoid!

Level Six This is the Mud Level. Whilst struggling through mud, you'll have to avoid trapdoors and jostle with shield guards and rifle guards!

Level Seven Now you've reached the tower block you'll have more flame throwers and 'jokers' to contend with! (Wait 'til they get a load of this!... ooops! Wrong game!) This level is also fraught with cracks in the floor and collapsing bridges!

Level Eight This is the chip control unit! Yum yum! No doubt you'll be starving by the time you reach this level. Well, "Ha ha, Herman" to you(!) 'cos they're not that type of chip, you clots! There are chainsaw guards and handgun guards a-go-go, and also invisible generators and sparks from the aforementioned 'chips'! Ouch! What happens next? You'll just have to wait and jolly well see, won't you!?

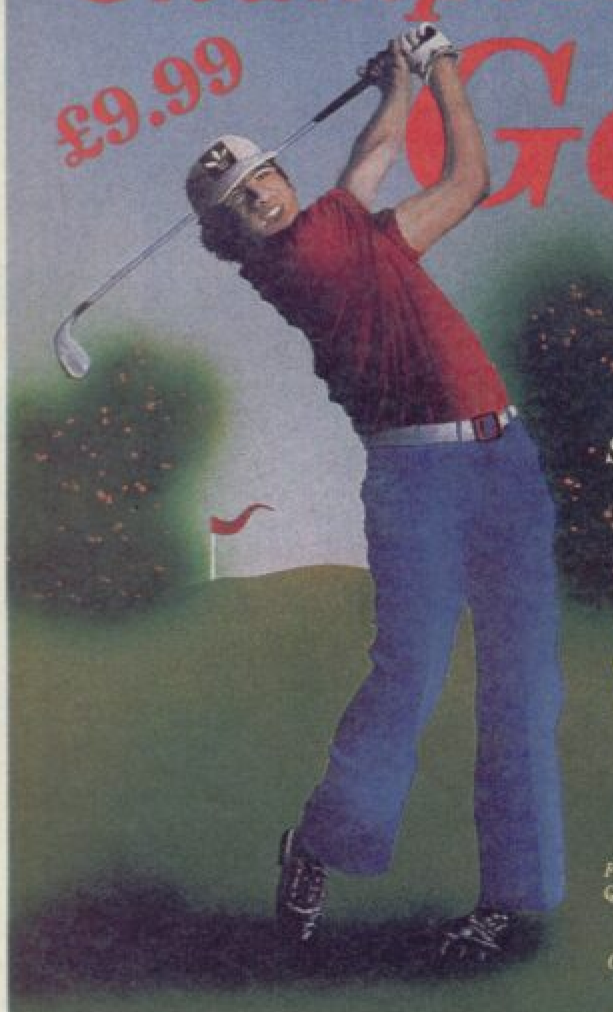
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Game	Crackdown
Publisher	US Gold
Programmers	Arc Developments
Release Date	April

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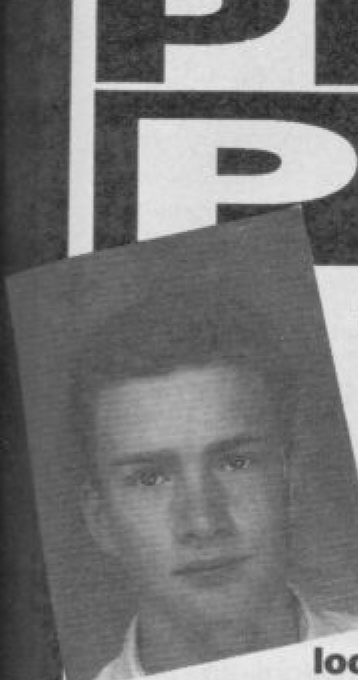
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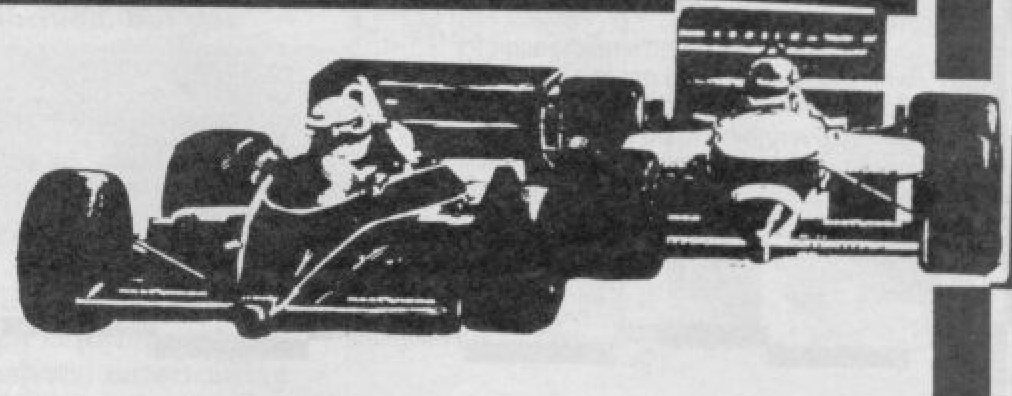
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PROGRAM PITSTOP



Snap, crackle and pop, Pitstop's got the lot. With silly names and fun and games, and a bloke who looks like a cop. (And his name is *Jonathan Davies.*) Hurrah!



Influenza, eh? It's a messy business, and I seem to be its latest victim. That's made sifting through the tapes a little tricky, what with huge pools of gunge flowing everywhere, apocalyptic coughing fits every ten seconds and a headache that you can hear from the next office. What's more, my last handkerchief was last seen staggering out of the door waving a white flag, so my sleeve is having to bear the brunt of things at the moment.

Still, I've managed to prop my bloodshot eyes open for long enough to take a butchers at this month's crop of proggies, so let's see what we've got.

Right, among this month's delightful contributors is **Andras Hirschler** who's written a brilliant program for printing loads of dots on the screen. Then a bit of light entertainment from **Sean Sanderson**. (Someone may find a use for it.) **MLD Caspersz** also puts in an appearance with a couple of interesting thingies. And lastly **Alex J Chircop** presents another sound-to-light program.

MEMOLOOK

by Andras Hirschler

RAM's a funny thing. It comes in very handy, of course, but you're never quite sure how it's all arranged and where all the important bits are at any given moment. Not any more though. **Andras Hirschler** has the answer, and what's more he's from Hungary, making this my first program from, you know, over there.

Memolook (good name) performs the astonishingly useful function of drawing a map of your Speccy's memory on the screen. It does this by putting in a black dot every time it encounters a non-zero byte. By the time it's finished (it only takes a second) you'll be able to see exactly which parts of memory have got interesting stuff in and which are just blank. Very useful for hackers and the like.

To extend the possibilities even further *Memolook* features a little cursor which can be moved around with Q,A,O and P. The address the cursor is on and the value in that address are displayed continuously in the top left-hand corner of the screen. Space returns to Basic.

To get it going, type in the Basic part first and save it. Then, using the Hex Loader, type in the hex and save it after the Basic. (When you get to the bottom of the hex listing, press Symbol Shift and A.) The program features a super-dooper demo routine so you can see exactly what it does.

Basic Bit

```
   1 LOAD ""CODE : GO TO 5
   2 CLS : PRINT AT 0,0;: RANDOM
IZE USR 23296: STOP
   3 SAVE "MEMOLOOK" LINE 1: SAV
E "memopuffer"CODE 23296,253
   4 REM THE 5. LINE IS FOR A
        LITTLE DEMONSTRATION
   5 FOR i=1 TO 500: LET n=INT (
RND*3e4)+3e4: POKE n,i/2: NEXT i
: GO TO 2
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Bit

```
23296 21 00 40 54 CD C3 5B 16 =694
23304 48 CD C3 5B 16 50 CD C3 =1065
23312 5B 21 00 BF 22 7D 5C 3E =628
23320 FB DB FE E6 1F FE 1E 28 =1309
23328 23 3E FD DB FE E6 1F FE =1338
23336 1E 28 22 3E DF DB FE E6 =1092
23344 1F FE 1E 28 2A FE 1D 28 =720
23352 1D 3E 7F DB FE E6 1F FE =1206
23360 1E CB 18 D3 CD 68 5B 04 =869
23368 CD 6C 5B 18 DE CD 68 5B =1050
23376 05 CD 6C 5B 18 D5 CD 68 =955
23384 5B 0D CD 6C 5B 18 DA CD =955
23392 68 5B 0C CD 6C 5B 18 D1 =844
23400 ED 4B 7D 5C 3E FF B8 20 =1062
23408 02 06 BF 3E C0 B8 20 02 =671
23416 06 00 3E BF ED 43 7D 5C =780
23424 90 47 CD B0 22 47 3E 01 =764
23432 04 0F 10 FD 57 7E AA 77 =790
23440 3E 16 D7 AF D7 D7 ED 4B =1216
23448 7D 5C 3E BF 90 47 21 00 =718
23456 40 09 E5 C1 C5 CD 2B 2D =985
23464 CD E3 2D 3E 3D D7 E1 4E =1118
23472 06 00 CD 2B 2D CD E3 2D =776
23480 3E 20 D7 3E 20 D7 ED 4B =930
23488 7D 5C C9 06 08 1E 00 C5 =659
23496 06 08 C5 06 20 C5 AF 06 =627
23504 08 07 4F 7E FE 00 28 04 =518
23512 79 CB C7 0E 79 23 10 F1 =950
23520 12 13 C1 10 E8 E5 EB 01 =943
23528 E0 00 09 EB E1 C1 10 DA =1120
23536 E5 EB 01 E0 07 ED 42 EB =1234
STOP
```

Continuing this issue's theme of programs that appear completely useless until one day you find a use for them (by which time you've forgotten where on earth you saw them in the first place), **Sean Sanderson** sends us this. It's a kind of multi-coloured scrolly thing, the finer details of which I'll leave you to discover. It's ultra-short, especially once you've chopped out the REMs, but the results are quite surprising. (Only 'quite', mind.)

Actually, I think Sean's real reason for writing in was to try to get in a plug for the Spectrum Music Club which he runs. It covers everything to do with Spectrum music, with emphasis on the Music Machine, and his phone number is 05242 62258 evenings and weekends. Good job I can't be bought that easily.

ER, THINGY

by Sean Sanderson

```
   10 GO SUB 100
   15 LET z=0
   20 FOR a=72 TO 79: POKE 23680,
z: POKE 23681,a
   25 LPRINT a$
   30 POKE 23681,89: LPRINT b$
   40 NEXT a
   45 LET z=z+32: IF z>255 THEN
GO TO 15
   50 GO TO 20
  100 LET b=USR "A": FOR a=0 TO 7
: POKE b+a,120+a: NEXT a
  105 LET b$=" ": FOR a=0 TO 5:
LET b$=b$+b$: NEXT a
  110 LET a$="        SPECTRUM MUSI
C GROUP      "
  120 RETURN
 1000 REM POKE 23681 SETS ACROSS
 1010 REM SO +32 WRAPS ROUND
 1020 REM AND GIVES SCROLL FX
 1030 REM POKING WITH 88 GIVES
 1040 REM ATTRIBUTE SET
 1050 REM DEPENDING ON CHR$
 1070 REM TOP ROW A=64 TO 71
 1080 REM MID ROW A=72 TO 79
 1090 REM BOT ROW A=80 TO 87
 1120 REM 88=TOP
 1130 REM 89=MIDDLE
 1140 REM 90=BOTOM
 1150 REM ABOVE THAT CRASHES!
```

Here are a couple of programs from **MLD Caspersz** who not only lives in Sri Lanka but has also written a book (this section seems to have more plugs in it than, er, something with a lot of plugs). The book looks rather good actually (it's called *Maturing In Machine Code*), as can be seen by the following two programs from it.

The first performs the simple function of printing big coloured blocks on the screen, and is notable because a) it's blimmin' fast and b) it makes interesting use of DEF FN (some people might think so, anyway). Type in the Basic, save it, type in the hex with the Hex Loader, save that too, run it and hold down a key to print blocks.

A COUPLE OF THINGS

by MLD Caspersz

```
  130 REM This program does a new
 window in a different colour ea
ch time a key is pressed
```

Basic Bit

```
   10 DEF FN z(l,c,w,h,a)=USR 550
00
   20 LET l=INT (RND*24): LET c=I
NT (RND*32)
   30 RANDOMIZE FN z(l,c,1+INT (R
ND*(32-c)),1+INT (RND*(24-l)),64
+INT (RND*64))
   40 PAUSE 0: RANDOMIZE : GO TO
20
  100 SAVE "ch35" LINE 120: SAVE
"c"CODE 55000,52
  110 VERIFY "": VERIFY ""CODE :
STOP
  120 LOAD ""CODE : RUN
```

Hex Bit

```
55000 2A 0B 5C 11 04 00 19 7E =317
55008 1E 08 19 E5 6E 0F 0F 0F =447
55016 4F E6 03 47 79 90 85 4F =860
55024 78 C6 58 47 E1 C5 19 46 =994
55032 19 4E 19 7E E1 C5 E5 77 =1024
55040 23 10 FC E1 C1 1E 20 19 =808
STOP
```

Secondly there's a magic square program. Well, two actually. They print, funnily enough, magic squares. And why are they magic? They aren't actually, but you'll find that all the rows and columns add up to the same number. A bit of a mathematical phenomenon really. The first is the better presented, but the second one does the whole thing in one line (with a bit of cheating).

```
   10 BORDER 1: PAPER 1: INK 7: C
LS
   20 INPUT "Size of ODD magic sq
uare (<13) ";n
   30 DIM a$(3*n-1): LET s=0: LET
 r=1: LET c=(n+1)/2
   32 PRINT #0;AT 0,0;"THE TOTAL
EACH WAY SHOULD BE ";n*(n*n+1)/2
   34 PRINT AT 0,0;"JUMP DIFFERS
WHEN THE NO IS ";n;"*x"
   36 PAPER 6: INK 1
   38 FOR w=0 TO 2*n-2: PRINT  BR
IGHT 1;AT w+12-n,3*(6-(n+1)/2);a
$: NEXT w
   40 PAUSE 30: LET s=s+1: PRINT
 BRIGHT 1;AT 2*r+10-n,3*(c+5-(n+
1)/2);" " AND s<10;s
   50 LET r=r-1+2*(s/n=INT (s/n))
+n*(r=1)-n*(s=n*(n+1)/2)
   60 LET c=c+(s/n<>INT (s/n))*(1
-c*(c=n))
   70 GO TO 40+30*(s=n*n)
```

```
   10 INPUT "Size of ODD magic sq
uare (<13) ";n: DIM a$(3*n-1): L
ET s=0: LET r=1: LET c=(n+1)/2:
PAUSE 30: LET s=s+1: PRINT  BRIG
HT 1;AT 2*r+10-n,3*(c+5-(n+1)/2)
;" " AND s<10;s: LET r=r-1+2*(s/
n=INT (s/n))+n*(r=1)-n*(s=n*(n+1
)/2): LET c=c+(s/n<>INT (s/n))*(
1-c*(c=n)): POKE 23618,10: POKE
23620,6+7*(s=n*n): STOP
```

Sound-to-light programs are nothing new, but seeing as there are loads of different things you can do with them I thought I'd print another one. This time it's from **Alex J Chircop** who, in addition to making impressive use of his middle initial, lives in Malta which is, erm, miles away.

This particular sound-to-light program works a bit like an oscilloscope (one of those things that draws wibbly lines). Bash it in, play some music or something through the ear socket and off you go.

SORT OF FLASHY THING

by Alex J Chircop

```
    5 DIM c(32)
    7 BORDER 0: PAPER 0: INK 9: C
LS
   10 LET b=0: FOR n=0 TO 31
   20 LET a=IN 49150: IF a=191 TH
EN  LET a$=" ": LET b=b+1
   30 IF a=255 THEN  LET a$=" ":
 LET b=b-1
   35 IF b>11 THEN  LET b=11
   37 IF b<-10 THEN  LET b=-10
   39 PRINT AT 10+c(n+1),n;" "
   40 PRINT AT 10+b,n; INK ((21-(
10+b))/3)+1;a$
   45 LET c(n+1)=b
   50 NEXT n: GO TO 10
```

ERRATA

I'm informed by **Ken Taylor** (who, funnily enough, lives just down the road from me. Hilarious, eh?) that the *Toolkit* program in the September *YS* is a bit dodgy when dealing with array variables. This shouldn't cause too many problems, but just to be on the safe side Ken supplies the following POKEs to cure the problem once and for all —

64915,205	64963,0	64967,35
64916,194	64964,0	64968,35
64917,253	64965,35	64969,201
64962,17	64966,94	

So...

... that's it, really. Having typed that lot in you'll probably be bursting with inspiration, so send whatever you come up with, on a tape, to me, Jonathan Davies, at Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE. One idea I've been toying with is a Speccy keyboard buffer that stores up key presses and releases them at a speed that the basic editor can handle. See what you can do.

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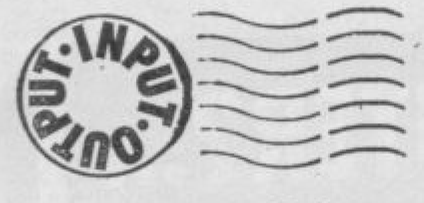
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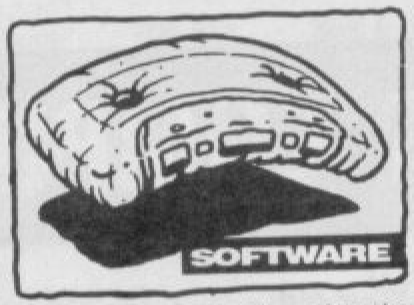
STOP



Dead short intro 'cos we've only got one page (sob)!



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▪ I'm a 16 year old bloke looking for penpals from anywhere to talk about life, the universe and everything. Neil Pointon, 31 St Teilos Way, Watford Farm, Caerphiliy, Wales CF8 1FA.
▪ Hi! I'm 13 and in need of some penpals. I like Guy Pearce, Bruce Willis and Michael Keaton, so get your pens out and write to me this instant. Cath Churchouse, 30 Albany Street, Kingswood, Bristol, Avon.
▪ I'm a +2 owner and need pen friends to swop games, hints, tips, POKEs etc. All letters answered. Michael Murphy, 204 Queen's Road, Yardley, Birmingham B26 2AN.
▪ Help!! I'm 15 and need someone, preferably same age, to write to (please). Write to Colin at 40 Roundyhill, Monifieth, Dundee DD5 4NZ.
▪ Hi, anyone want a penpal? Interests are computer adventure games, rock and serious music. I would like to write to anyone anywhere in the world. All letters answered. Bart Trokowicz, UL Rokossowskiego 1A/77, Gdansk – Oliwa Poland 80-369.
▪ Computer boffin (17) seeks other boffs around the world to swop program and tips. Have loads of everything. Contact Ian Goodfellow, 82 Moss Park Road, Londonderry, N Ireland BT48 8JY.
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Garfield



WINTER'S TAIL

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Jackie He's back (back, back!). After a wait of nearly two years everyone's fave fat cat, Garfield, has returned to our mean machines, complete with florescent C&A ski-wear (a bit like Matt's actually). Yus, cue *Ski Sunday* 'muzak' 'cos in Garf's latest arcade-adventure-style game he's off down the piste in search of the abominable Chicken That Lays The Chocolate Eggs. Hem.

Actually, this chicken is all part of a dream that our fave feline is having. It's rather a weird dream, but since it forms the basic scenario of the game here it is. The chicken is holed up somewhere amongst the snow-capped mountains and frozen lakes of the Alps, so Garf, along with side-kick Odie, decides to set out to find it.

At the beginning of the game our hero's seen snoozing in front of a half empty fridge. Three suitably frozen scenes from his dream can be seen in the thought bubble above his head. By using the controls you can toggle between the four different scenes and pick which one you want to enter first. Complete each of these sub-games and you get to finish the game.

The first one you see is the ski slope. Here Garfield has to ski down the vertically-downward-scrolling screen, weaving in and out of obstacles, leaping over ramps and picking up food to maintain his energy, while all the time trying to avoid Odie who's out to demolish the food before he can. His aim is to reach the bottom of the slope and jump the big ramp before his energy runs out.

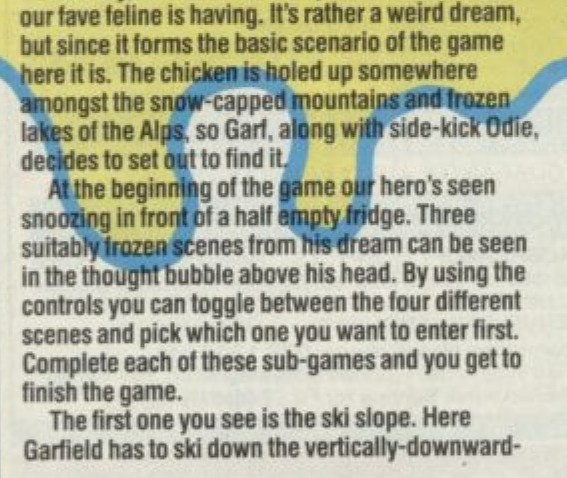
Sounds tricky, eh? Well, unfortunately, it isn't! The scrolling is slow and the hill is just too easy to get down. The objects can quite easily be avoided, the ramps are too simple to jump and, as long as you ski close to the right-hand side of the screen, scoffing enough food to keep your energy up until you get to the bottom is no problem. Ho hum.

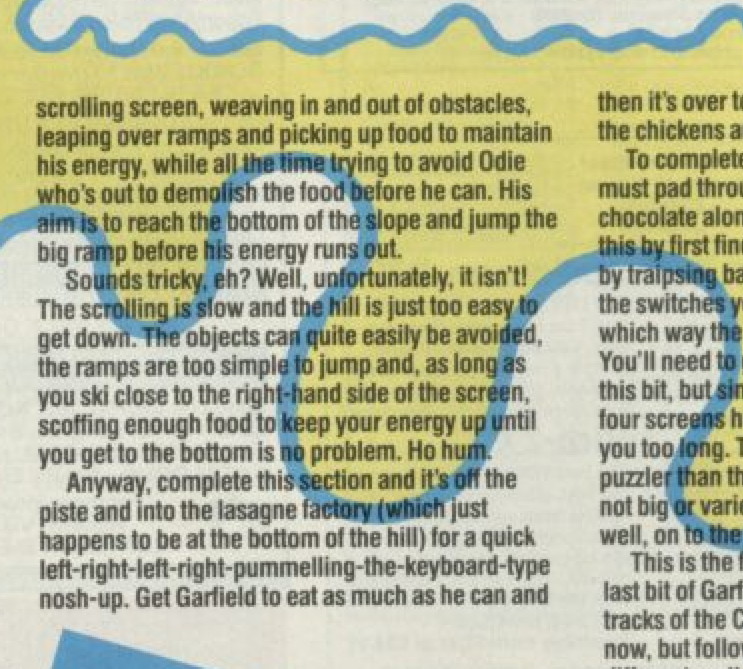
Anyway, complete this section and it's off the piste and into the lasagne factory (which just happens to be at the bottom of the hill) for a quick left-right-left-right-pummelling-the-keyboard-type nosh-up. Get Garfield to eat as much as he can and then it's over to the chocolate factory to make sure the chickens are getting enough Cream Eggs!

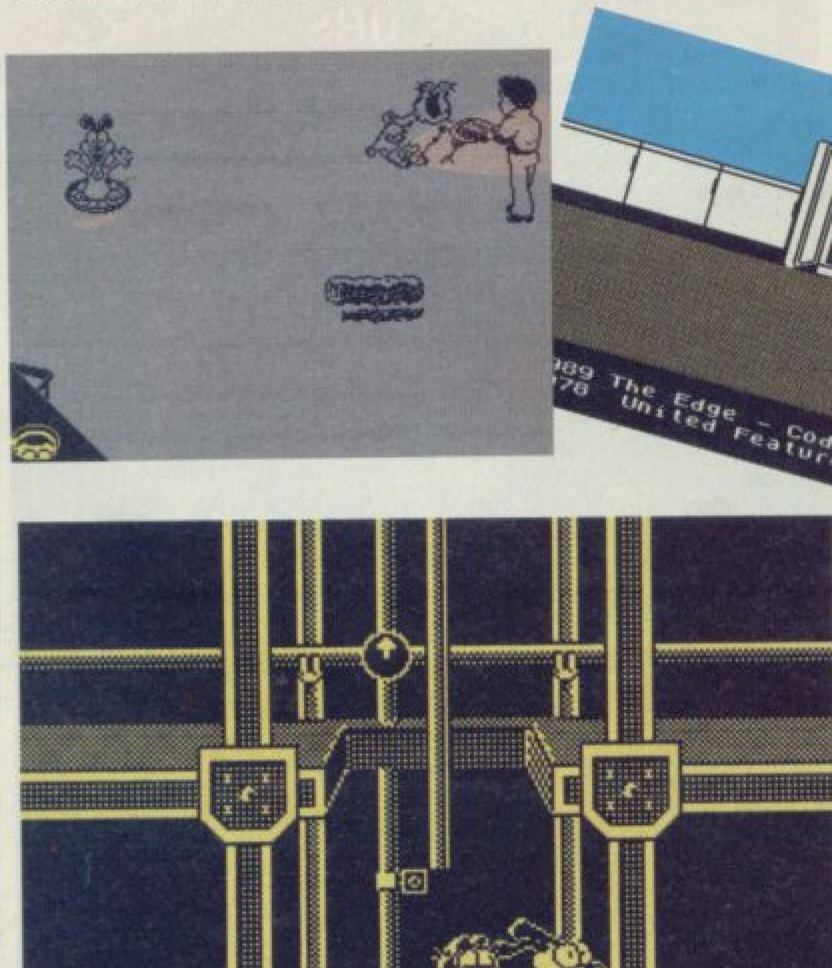
To complete this flip-screen scrolling section you must pad through the factory, redirecting the liquid chocolate along the pipes to the chickens. You do this by first finding out where the chickens are then by traipsing back through the factory and flicking the switches you find near the arrows that show you which way the chocolate is flowing in the pipe. You'll need to get out your mapping pen to complete this bit, but since the chocolate factory is only about four screens high and 15 screens wide it won't take you too long. This section might be more of a puzzler than the previous two, but the trouble is it's not big or varied enough to keep you interested. Oh well, on to the skating.

This is the final section of the game and so the last bit of Garfield's dream. He can actually see the tracks of the Chicken That Lays The Chocolate Eggs now, but following them and finding the nosh is a different matter. The frozen lake is actually a big horizontally and vertically scrolling maze which Garfield has to skate his way out of - avoiding the cracks in the ice, picking up the food, well, you know the kind of thing.

And that's the basic trouble with *Garfield – Winter's Tail*. Although there are four different games in here there's an odd kind of similarity about each one. Each section is too unaddictive, small and slow. Mind you, the graphics are a different tin of pilchards – even though the proceedings are in monochrome, Garfield and Odie have been drawn perfectly, and some of the expressions Garfield pulls are actually quite funny. But that ain't enough to save it. No, I think I'd rather sit down with a copy of ol' Bill's *A Winter's Tale* than this.







Above left
Go munch that lunch, Garfie-baby! Meanwhile, Odie puts his pizza to rather a different use. (Er, don't try this one at home, folks.)

Left
Ouch! Poor old Odie - forever at the mercy of Garf's botty-pinching practical jokes!

Above right
Ooh, what a nice, sparkling-clean kitchen. I bet *he* uses Flash!

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
48°	78°	46°	47°

DIAGNOSIS

A rather crap follow-up to the first *Garfield*. Nice graphics, shame about the gameplay.

50°

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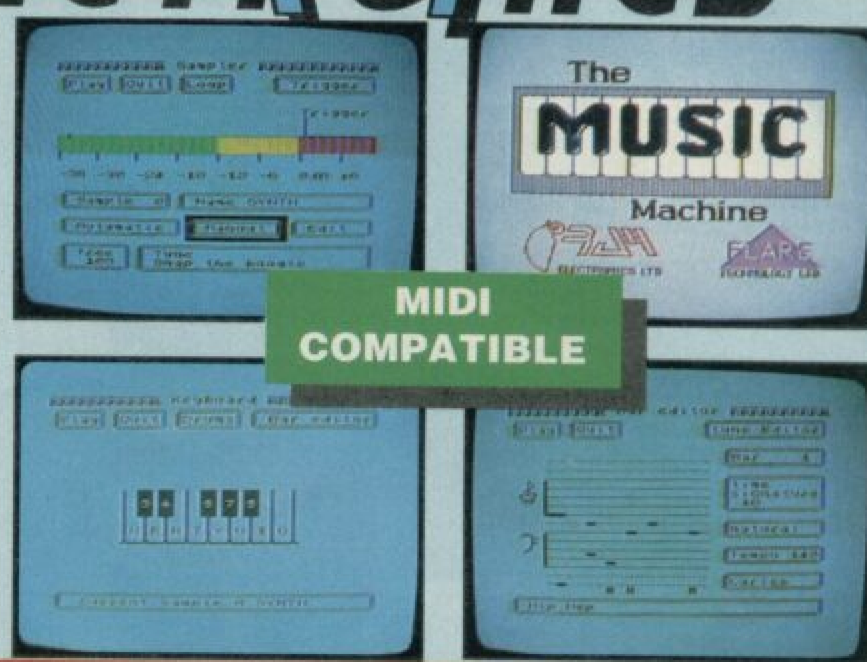
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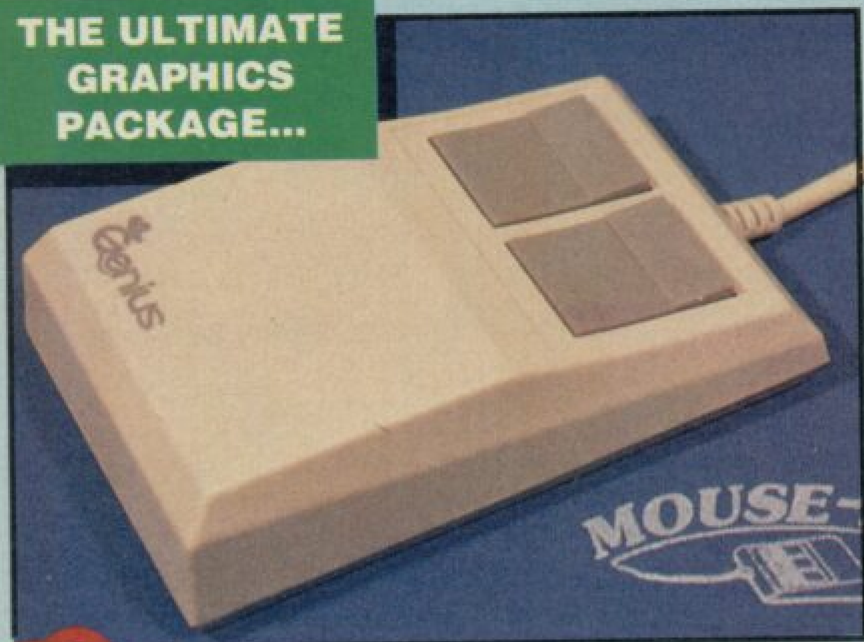
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SPACE HARRIER II



Grandslam/£9.99 cass/£14.99 disk



Dunc Sequels, eh? What would life be like without them? Actually, I'll tell you what life would be like without them... it would be totally crap. Absolutely and totally crap. It wouldn't really be worth living at all.

Right, you see a wonderfully brilliant film for instance, it ends, erm, and that's it. What can you do? Well, you can always watch it again (if it's on video). And then you can watch it again. And then again. And then again. (*Yes, we get the idea. Ed*) But eventually you'll have had enough, and you're going to want something 'new' (but just as good). And it's the same with arcade games. Someone brings out something really excellent, you play it a trillion times, finish it and, erm, have to look for something else to get into. How annoying — especially as you've 'learnt the rules', as it were. This happened with Sega's *Space Harrier* and its rather wonderful Speccy counterpart. There you were one minute, blasting dragons by the dozen, and then suddenly, er, they were all dead. What I'm leading up to is this — here, at last, is a sequel to *Space Harrier*. And it's every bit as funky as the original.

First of all the scenario, but don't worry — it's quite a short one. Space Harrier (which basically means a futuristic sort of geezer with a jetpack on his back) has a quest, which is to rid the fantasy land (which is where he is) of the cruel tyranny imposed by the Dark Harrier (who's the super-mega-nasty at the end of the game). And that's it. Right. I'm off then. (*Oi, come back! Ed*)

Space Harrier II, like its prequel, is a viewed-from-behind pseudo-3D move-into-the-screen jobbie. You control the hero of the piece, Space Harrier (let's call him 'Space' for short, shall we?). 'Space', basically, has to zoom around all over the shop, avoiding the eight hundred thousand squillion enemy sprites which come hacking out of the screen at him. This is where Space's jetpack comes in very handy — it means he doesn't have to stick to being a pedestrian, his little legs running for all they're worth. Indeed no. He can take off and fly as well. This is quite often a good thing to do, as a lot of the floor detail scrolls at you with such speed that death is never far away. Mind you, things aren't really any easier when you're in the air, given the numbers of the enemy. To add to the panic, on some of the 12 levels there're also tall pillars to avoid. These items have to be, er, sidestepped.

At the end of each level there's the obligatory mega-nasty, each of which, it has to be said, is very nasty indeed — from a giant 'Go-Bot' type stompy-footed robot thingy to an absolutely ginormous jellyfish, which hops about and spews fireballs at you. After (or more probably if) you complete all the 12 levels, there's a sort of Level '12A' in which you take on each of the mega-nasties you've already seen in quick succession. Complete this and it's on to the final battle — with old Dark Harrier himself. What a nasty geezer he is. And hard to hit, too. He hops about as if he's got three litres of molten Bovril scrunged inside his underpants.

Oh, I forgot about the bonus rounds. These don't happen very often, but they're rather crucial. 'Space' jumps onto a jet-board and finds himself in a lump of action much the same as the main game. Only here points aren't just points. No, siree. In these bonus sections points make prizes. And guess what the prizes are? I'll tell you — they're extra lives. Yippee!

So there you have it. *Space Harrier II* is actually much the same to look at as its prequel, but the going is tougher and the mega-nasties are more 'mega'. Addictiveness is the name of the game — no gasp-inducing new graphics routines or anything like that — but if the first *Space Harrier* was right up your alley then this will be too. Of course, if you never saw the first *Space Harrier* then you'll be in for even more of a treat. (Until you finish the game that is, after which life will lose all meaning — see the first paragraph again.)



A. Aargh! Looks like I've grown some sort of *Alien* egg pod jobby on my chest and tummy! Mmm. How do you eat yours? (*That's revolting! Ed*)
B. Wait a minute - I know you! You're that Garfield in fancy dress! Go on, scat, get back into your own game.
C. Good Lord! These space-highway Sunday drivers really are murder, aren't they?



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
85°	85°	85°

INSTANT APPEAL 85°

DIAGNOSIS

The sequel to *Space Harrier II*. Not awe-inspiring, but hardly disappointing either. Frantic 3D shoot-'em-up action all the way.

80 60 40 20

85°

Brrr. It's on with the wellies and the mittens. And the silly bobble hat. *Matt Bielby* treks off through the snow in search of . . .

S·L·O·T·S O·F FUN

We've not had a Slots for a couple of issues, so a whole load of new stuff has had time to trickle into the arcades, including a couple of fabby sequels to well-known arcade hits which really improve on their originals. In fact, they're both so good we've got two Corky Coin-Ops this month! Not only that, but we also have the Slots Of Fun round-up of the best coin-ops of last year, every one of which can still be found in most arcades up and down the country. It's a must!

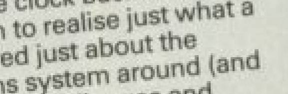
Matt's Corky Coin-Op No 1
R-TYPE II

You remember the original of course. It may be a couple of years old now, but this incredibly playable and well implemented game is still the standard against which other shoot-'em-ups are judged. Unfortunately, it seems Irem has been rather short of ideas since, coming up with increasingly impressive (if a bit repetitive) variations on the same theme, but very little else.

Now along comes the official sequel to *R-Type*, and on first sight it's rather disappointing. None of the advances made in Irem's various other horizontally scrolling blasters seem to have been implemented. In fact, the controls, the look and the weapon pick-ups available to your little space ship are identical to those in the first game. Playing it is like winding the clock back a couple of years. On a second look though you begin to realise just what a little cracker this is. The first *R-Type* featured just about the neatest, most usable progressive weapons system around (and why fix what isn't bust?), while the baddies, challenges and backgrounds have all been updated and become much more intricate and complex.

If I have any complaints it's that the game feels more like a set of additional extra levels for the original game than a brand new one, but since these new ones seem even smoother, prettier and better thought out than the originals (from the amount I've managed to get through anyway) that's no complaint at all. Absolutely excellent.

Overall: 93°
Convertibility Factor: 9



Activision's Speccy conversion of the first *R-Type* was absolutely brilliant and possibly even tougher than the arcade version, which bodes well for the sequel.

Matt's Corky Coin-Op No 2
SPECIAL CRIMINAL INVESTIGATION: CHASE HQ II

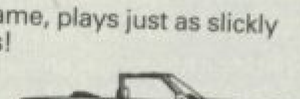


And here's another completely brilliant sequel. *Chase HQ II* is another significant improvement on its original, perhaps even more so than the new *R-Type*. Once again, it's a series of *Miami Vice*-style car chases through an American city, but instead of simply running the perps off the road (like last time) your partner pops his head out of the sun-roof and takes pot shots at them à la *Operation Wolf*! Yikes!

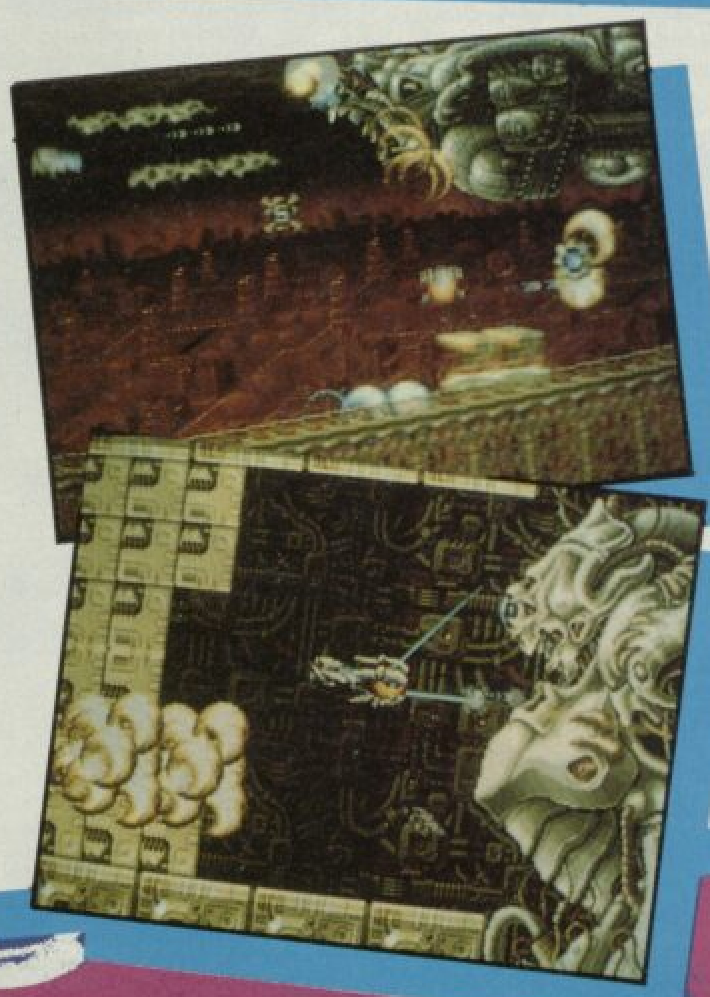
And this isn't the only new addition! They've placed gates, oil drums and other obstacles on the road (forcing you to skeeter across the central reservation and into the path of oncoming traffic!), helicopters that drop power-ups (like rocket launchers), extra scenarios (like a 'schoolgirl hostages' sub-plot) and some rather nice graphical touches (like *Continental Circus*-style rain). Some of the baddies come equipped with extra defences like motorcycle outriders who toss bombs at you, which confuse things still further.

SCI feels even faster than the first game, plays just as slickly and is significantly harder. I liked it lots!

Overall: 94°
Convertibility Factor: 8



More or less the same conclusion as *R-Type II*. Ocean's conversion of the original *Chase* (see last issue) shows just how good a Speccy race game can be — this could be even better!

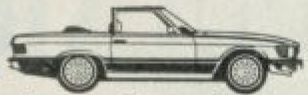


And here's the end-of-level baddie. As with the first *R-Type*, a few well-placed shots should finish him, though you'll have to work out just where 'well placed' means to do it.

BLOCKHOLE

A fairly simple puzzle game, like a cross between *Tetris* and *Arkanoid*, in which your little ship (stuck at the bottom of the screen *Space Invaders*-style) has to shoot square blocks into the series of C and L shapes that tumble down the screen, hopefully turning them into complete squares and making them disappear. Relies more on reflexes than thinking, and a bit repetitive, but fun all the same.

Overall: 70°
Convertibility Factor: 8



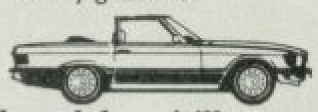
Easy to do, could be quite colourful and bound to find its fans.



STUN RUNNER

Basically what we've got here are some *Hard Drivin'*-style graphics which run a lot faster, though put to a more prosaic use. You race down a futuristic tunnel system, driving over power-up squares to keep going. It looks very impressive indeed, and is fairly playable, though somehow it didn't really grab me.

Overall: 74°
Convertibility Factor: 7



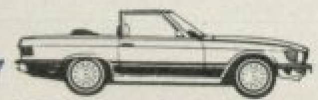
Domark is working on it now, though how it'll manage the speed using filled vector graphics is beyond me.



X MULTIPLY

This is one of the *R-Type* lookalikes I was going on about in the *R-Type II* review. It's an excellent horizontal scroller, but it pales a bit next to the real thing. Still, the graphics are universally clear and pretty, the power-ups are well placed and the reptilian baddies are impressive, if a bit similar to the villains in *R-Type*. All the basic challenges are exactly the same as in its great grandaddy game too. Fortunately, they've come up with a new weapons system which livens things up a lot. It consists of a couple of indestructible chain things which attach to both sides of the ship and not only contain gun installations (at the ends) but swish back and forwards (depending on what direction your ship's moving in at the time), destroying everything they touch. The need to learn how best to use them for both attack and defence makes it just different enough from the norm to keep you interested. A hit, but wouldn't it be nice to see Irem do something a bit more adventurous for a change?

Overall: 86°
Convertibility Factor: 7



Could make for a perfectly good Speccy shoot-'em-up, though care would be needed to stop it looking samey.

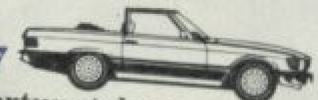


Clean graphics and a multitude of enemy tanks and aircraft make this one of the most pleasing vertical scrollers in a while.

TASK FORCE HARRIER

Though it's got a title smacking slightly of the Falklands conflict, *Task Force Harrier* doesn't seem to have anything much to do with the South Atlantic. Instead it's your standard vertical scrolling cheapie (only 20p a go), though a surprisingly good one. Your Harrier can collect a fair number of non RAF standard issue add-ons, which it'll need considering the flood of jets and 'copters it's up against. A goodie.

Overall: 76°
Convertibility Factor: 7

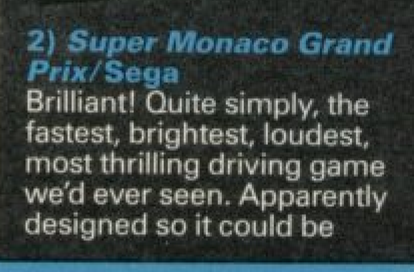


No problems here, though unfortunately most of the vertical scrollers we've seen lately have been rather poor.

YOUR SINCLAIR'S TOP OF THE SLOTS '89

Well, this is the first Slots Of Fun of the New Year, so I thought it might be a good idea to shout around the office and see which coin-ops ate our dosh last year. Each one a massive money waster and more fun than a frisky stoat! (Guaranteed!)

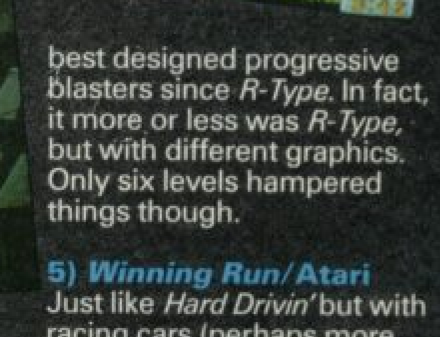
1) *Hard Drivin'*/Atari
Hampered by a limited play area and high price (so you'll lose interest eventually), this stunning driving school tool cum race game nevertheless grabbed you by the wibbly bits and just wouldn't let go. The solid-filled graphics and ultra-realistic controls were real ground-breakers. A must!



2) *Super Monaco Grand Prix*/Sega
Brilliant! Quite simply, the fastest, brightest, loudest, most thrilling driving game we'd ever seen. Apparently designed so it could be linked up with ten or so other machines for a real race (spanky or what?).

3) *Strider*/Capcom
The flashiest, best animated sprite ever added real fire to a beautifully designed (if rather easy) all-directional platform scroller. If you like Japanese cartoons you'll have loved this!

4) *Dragon Breed*/Irem
Murky green graphics (but quite pretty really) disguised one of the most playable,



best designed progressive blasters since *R-Type*. In fact, it more or less was *R-Type*, but with different graphics. Only six levels hampered things though.

5) *Winning Run*/Atari
Just like *Hard Drivin'* but with racing cars (perhaps more technically accomplished) though the lack of a stunt course (or trackside cow!) diminished the appeal somewhat. (Blimey! Seems like we liked our driving games, doesn't it?)

BURNING RUBBER

CRL/£9.99 cass

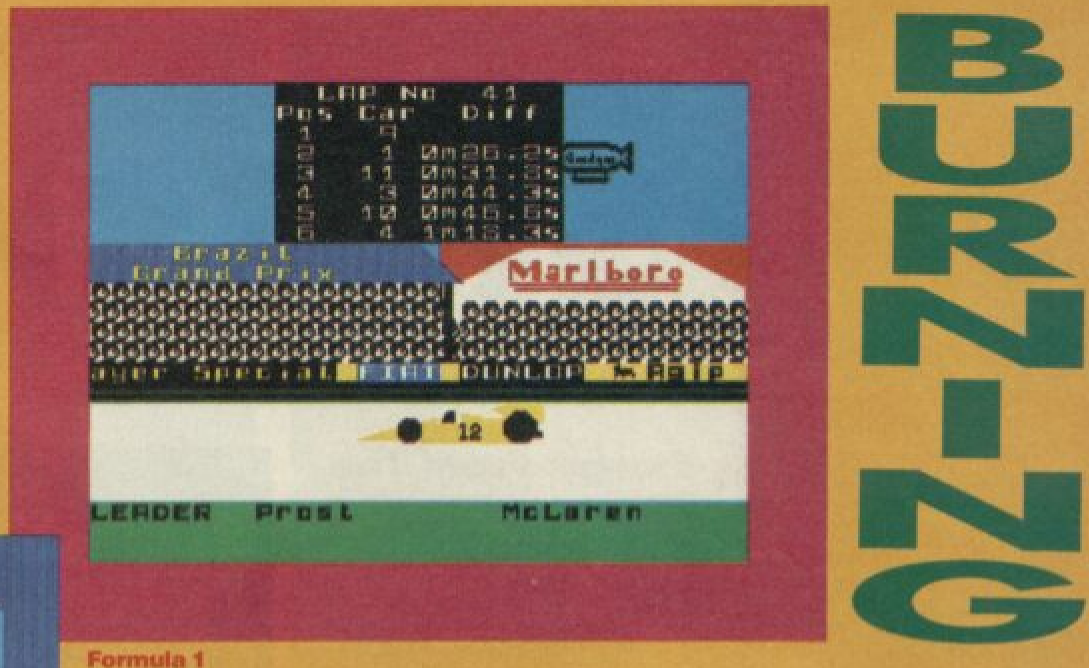


David "Hell-llo, and welcome to another edition of *Antiques Roadshow.* Ah, mmmm, yes, and here's a lovely old piece that's been brought along today by CRL. Tell us a little about this . . ."

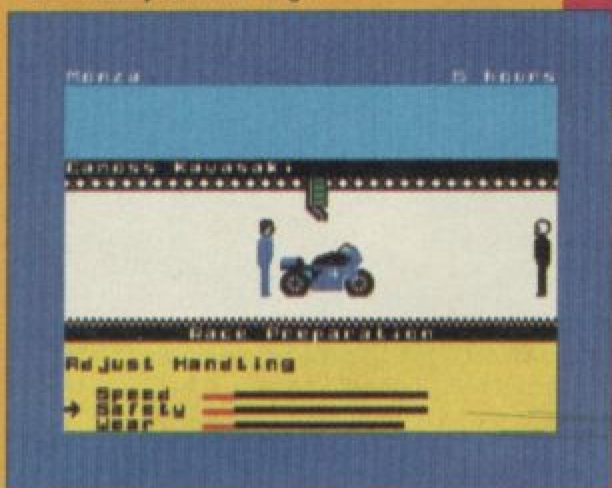
"Well, it's actually three pieces which we've had in the family now for about five years . . ."

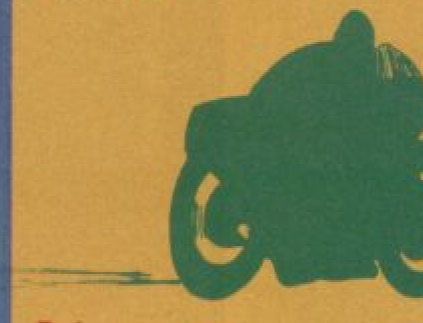
"Really, yes, that's remarkable. And you've decided to bring them out again to see if they're of any value? Do you want to know what they are? They're Spectrum games on a motoring theme! Yes, from the early so called 'rubber key' period! Let's peek inside shall we?"

Er . . . thank you, Arthur Negus . . .



Formula 1




Endurance

Endurance

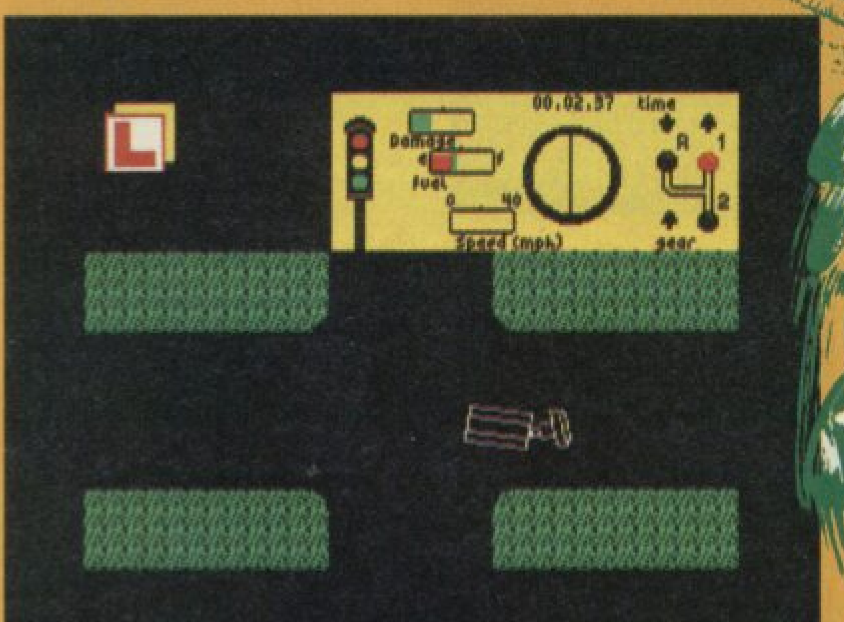
This one is, in fact, the most 'recent' of the games in the box, a stollid January '86 vintage, reviewed in the very first issue of *Your Sinclair*! It's a motorcycle racing management game which actually went down rather well at the time – it scored eight out of ten. I suppose that being a 'management game' the graphics are of subsidiary importance, and so this one should have stood the test of time. The funny thing is that despite the basic nature of this sort of game they can frequently end up with something that's eminently playable (take the original *Football Manager* and *World Championship Boxing Manager* for example). This one has some of that playability, and was likened indeed to *FM*. However, its highest mark in '86 was for Value For Money, which is a tad ironic in this present package.

'90 Rating: 50°

Formula 1

Eeeee! I remember this one. It came out in the good old days when Speccy games were about nice things like worms, and you could buy three and still have change from 30 bob and everything was made of wood. (*Eh? Ed*) It first saw the light of day in June 1985! It's another management game, but it differs to the first on two counts. Firstly, it's based on cars and, secondly, it wasn't liked very much. It's a basic decision-making game, in which you take the role of a Paddy MacNally chappie and manage a Formula One racing team. Fortunately there's no Fergie snogging – instead you receive sponsorship money and then spend it on drivers, cars, engines and pit crews. With very basic graphics and little depth of decision-making, this game looks even worse for its five year absence.

'90 Rating: 30°




Juggernaut

Juggernaut

This one again came out in the year dot (*October '85 to be exact! Ed*) and represents, in fact, the only non-management game in the pack. It purports to be an overhead-viewpoint arcade simulation of driving a very large juggernaut. Again, after I'd descended into the bowels of Castle Rathbone (*That's enough 'bowl descending'! Ed*) to dig out the dusty old archive copy of *Your Spectrum*, I found that *Juggernaut* had been received favourably in its original review. They even commented on the 'good smooth graphics'! As I mentioned, however, this was some time ago, and there's not really much here to excite a modern-day Spec-chum with its scenario and vector graphic lorry. Mind you, if lorry-driving is your 'bag' then this is probably the only game ever written to cater for your tastes!

'90 Rating: 50°

So there we have it, and why not? All these games are as old as the hills and serve as useful reminders of just how far today's Speccy software has come! The age factor doesn't detract too badly from the two management games in this pack, since this is a genre whose strength has always been in decision-making and its consequences rather than graphics and animation. But since one of those was sub-standard when it first came out this doesn't make for a good buy. "Three accurate driving simulations"? I don't think so, I'm afraid! Goodbye.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	35°	55°

DIAGNOSIS

A compilation of three very old games – a bad management game, a reasonable management game, and one ancient lorry-driving sim.

INSTANT APPEAL 40°

FUTURE-SHOCKS

Future Shocks, eh? Turns out to be a pretty apt title this time round. We've had a bit of A Shock, and it's to do with The Future. More news next month! In the meantime, here's what's new in the Speccy games world...

Escape From The Planet Of The Robot Monsters

Tengen/Domark

Zunk! Piff! Pow! The evil Robot Monsters, in their heinous plan to dominate space, have enslaved all humans stationed on Planet X and made them build their dastardly Robot Army! Eek!! Domark's latest coin-op conversion draws its inspiration from the wacky world of



Escape From The Planet Of The Robot Monsters



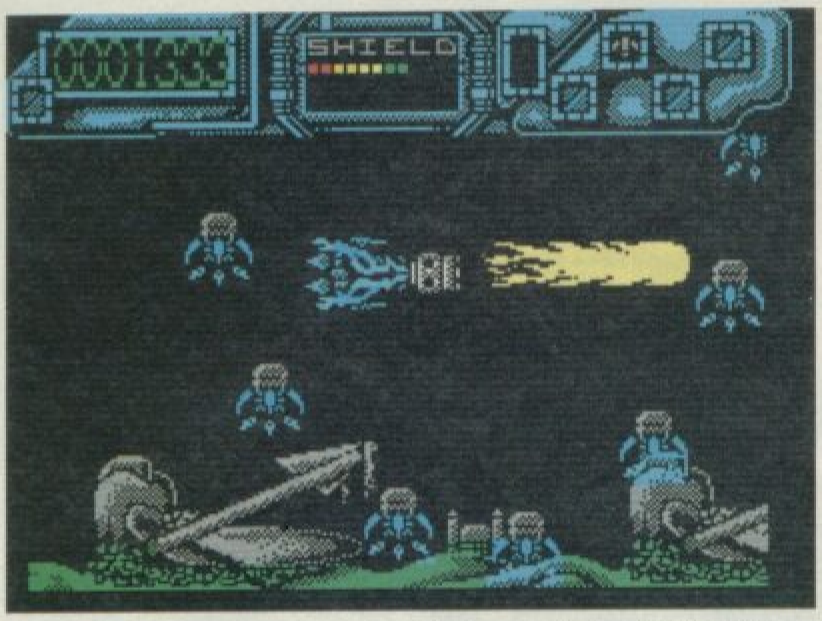
Escape From The Planet Of The Robot Monsters

comics, with power-crazed lunatics and scantily-clad bimbos fighting for position amid the dinky little speech bubbles that litter the screen. Just like the real thing!

One or two players can play either Duke or Jake, our hunky heroes, who set off in search of a certain Professor Sarah Bellum and her companions before the wicked robot's plans can come to fruition. Obviously busy men have busy stomachs so the boys have to find their grub (and weapons) in lockers along the way. Presented in the good ol' 3D isometric style of classics like *Knightlore* and *Head Over Heels*, it looks though the game has its tongue firmly tucked into its cheek. Should be out as you read this!



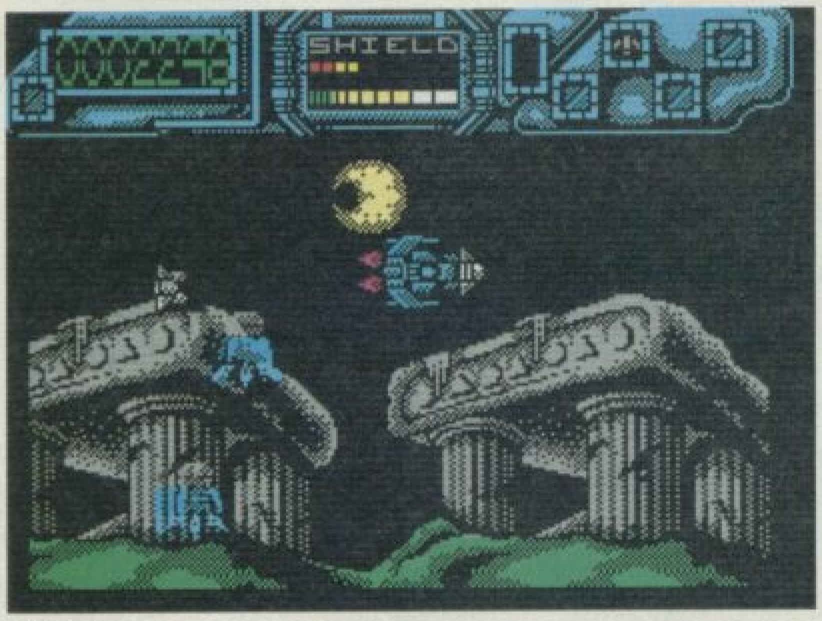
Escape From The Planet Of The Robot Monsters



Darius +

Taito/The Edge

Remember Taito's three-screen aquatic shoot-'em-up with the vibrating seats? No, well I'm not surprised, because although it was a real slammer of an arcade machine it didn't get a great deal of attention. Shame really. Still, fear not, because those nice chaps and chapesses at The Edge have snapped it up for conversion. Not only that but they've also managed to get Taito's permission to enhance and update the beauty. The team behind *Alien Syndrome* are responsible for the conversion and they've been busy improving the game's playability by offering a wider choice of weapons than even the arcade machine itself did. It sounds quite similar to Rainbow Arts' *X-Out* in terms of the scenario, doesn't it? The Edge has managed to give *Darius* a bit more colour though. Oh, and if you want those vibrating seats as well then you're going to have to work on that one yourselves. *Darius* + should be out any nano-second!



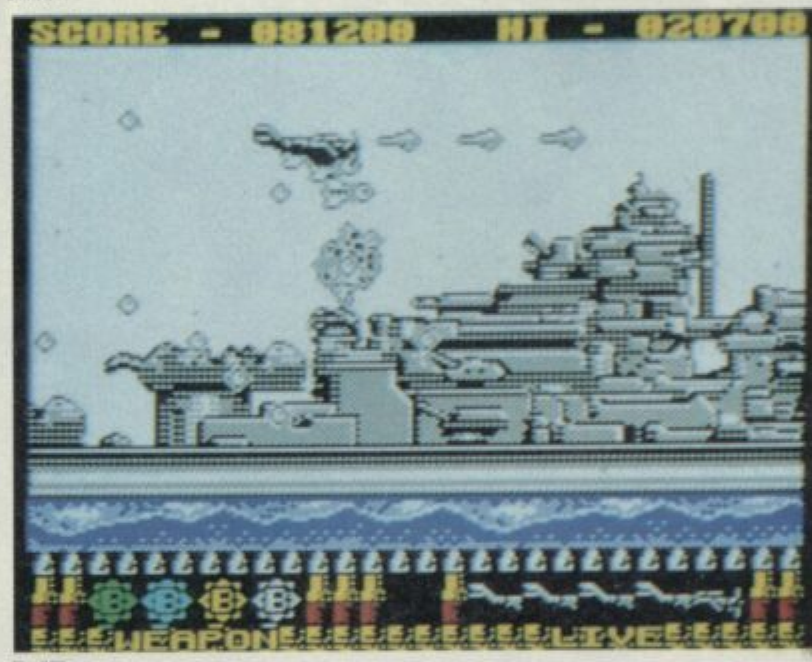
Darius +



P-47



P-47

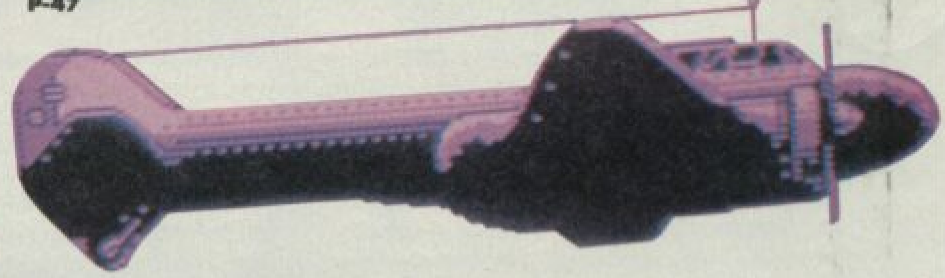


P-47

P—47

MicroProse

The P-47 was the shortened moniker of the Republican Thunderbolt. Basically, this was a very fat carrier-based fighter plane which proved very successful in World War II. The plane also operated from *terra firma*, but the pilots couldn't see very well because they were so fat. (No, not the pilots! The planes, dummy!) They'd frequently get a chum to hop onto one of the wings, just to make sure they weren't about to collide with anything. "Eskimo kiss at 12 o'clock!!!" Anyway, MicroProse has resurrected this buxom beast to wage war against all manner of enemy tanks, planes and ships in its latest horizontally-scrolling coin-op conversion. Mind you, while the P-47 was a real plane, the baddies are totally fabricated and larger than life (like those in *Silkworm*). Priced at £9.99/£14.99, *P-47* should be winging its way to the shops even as we speak!



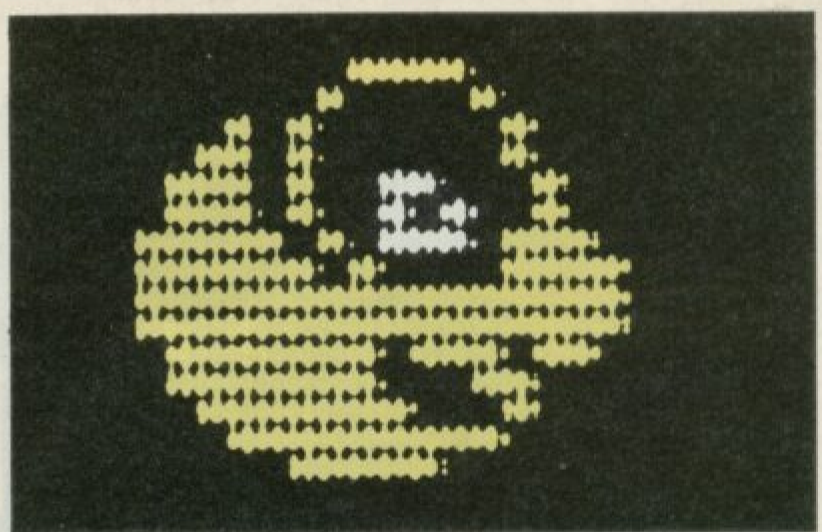
4th Dimension

Hewson

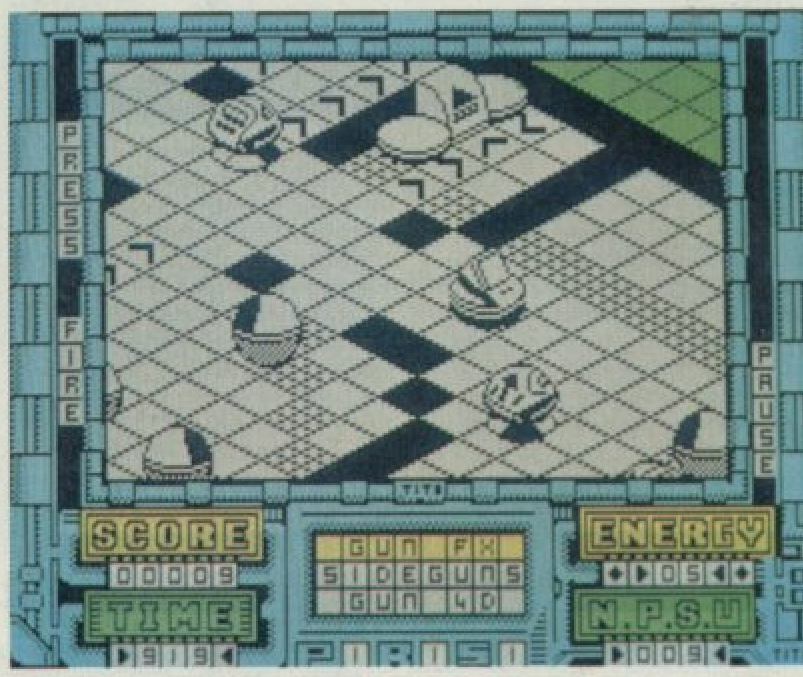
Everyone who's ever watched *The Twilight Zone* knows that the fourth dimension is Time, so quite what the title's got to do with these four previously unreleased games we haven't the foggiest (*Except that there are four games on the compilation, you clots! Ed*). Oh yes... As everyone knows, Hewson has a reputation for producing spanking-good games, so this should be a bit of a barg!

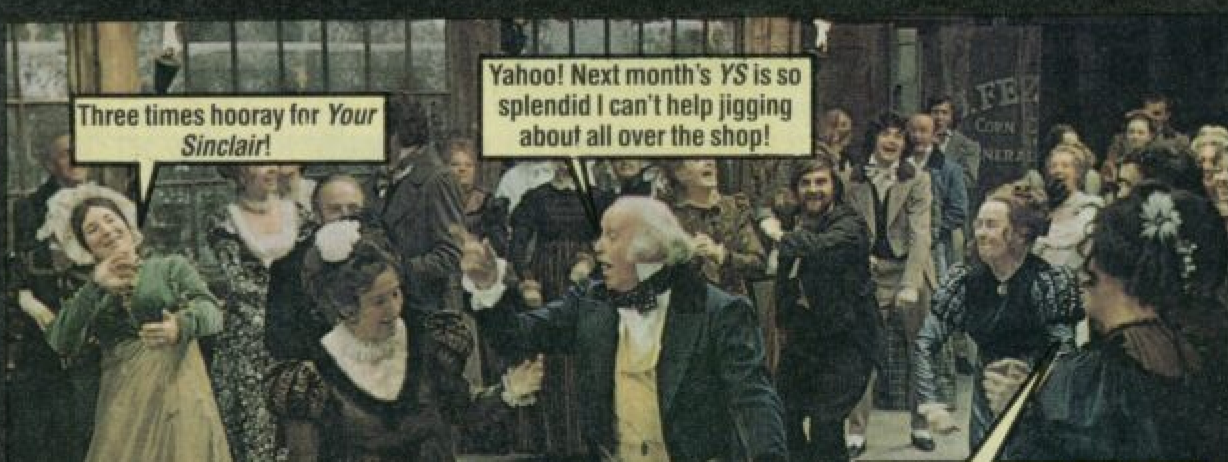
First up there's *Head The Ball* which, rather spookily, has absolutely nothing to do with football. Instead it's all about this ball-shaped dude called Head and his daring attempt to rescue his girlfriend (or ballfriend) from Gobba, the gruesome leader of the Globoid Hells Angels! Collect diamonds to bribe Gobba but watch out for the Nail-Heads, Gobba's sworn allies, if you don't want to get that puncture repair kit out! *Supercup*, on the other hand, has a lot to do with football. It's a viewed-from-above, multidirectional-scrolling game à la *MicroProse Soccer*, so that can't be a bad thing. Then there's *Slayer*, whose title is pretty self-explanatory really. You are Slayer and you, um, slay. And to round things off there's *Klimax*, which is set way, way, way in the future and details your frantic attempts to destroy a string of nuclear detonators, planted by rogue droids, before they go and ruin everyone's day!

4th Dimension is scheduled for March release. *YS* suggests you write a reminder in indelible ink on your forehead so you don't forget.



4th Dimension





The April issue will be on sale March 18th from all good newsagents. It's the perfect gift idea, so don't be foolish! Get the April issue of *YS*!

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Next month's *Your Sinclair* is truly a cause for celebration...

- A free cover-mounted cassette for your delight and delectation! There might be a complete game and a playable demo, there might be two games, there might even be games and a playable demo (like we gave you this month)! Whatever we decide, it's sure to be sweet as a nut!!
- It'll be absolutely pack-jammed with all the latest games. Remember, no other mag treats you to the extent of detail in a review nor takes you further into a game than *YS* does! We credit our Spec-chums with intelligence!
- There'll be an exclusive Megapreview on the sequel to a *YS* Megagame! Oh, and another marvellous Megapreview of a forthcoming hit!!!
- Our *Future Shocks* section will be treating you to previews of the Spec-hits of the future! Spook! How do those cunning *YS* blighters, do it, eh?
- All this and your regular favourites! What more could you possibly ask for?! C'est le business!


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BARBARIAN II

"... an incredible-looking game. The graphics are absolutely superb, with amazing sprite animation and visual effects." C + VG HIT. "Palace have really put everything into this one ... it's all done with such enthusiasm, skill and style that I found myself itching to play it again and again." AMSTRAD ACTION MASTER GAME AWARD. "Barbarian II is packed with humorous touches ... great animation ... the sound effects, too, are top quality ... hours of enthralling play." ZZAP! 64 GOLD MEDAL AWARD.



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THE REAL GHOSTBUSTERS

"the Real Ghostbusters offers great two player ac
ST ACTION. "Great music, and I appreciate the opportun
meet Mr. Slimer in person." "Brill theme tune and decent sp
effects." AMSTRAD ACTION. "the creatures are very well defined and animated ... as near to cartoon graphics as you can get on the Spectrum." GAMES MACHINE.

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